

X-MEN

# X OF SWORDS

## MINIATURES GAME



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## WELCOME TO HEROCLIX!

In HeroClix, you control a hand-picked team of super-powered heroes and villains in epic head-to-head miniatures combat!

This rulebook will serve as your introduction to HeroClix. **Marvel HeroClix: X-Men: X of Swords Miniatures Game** contains everything you need to play: Awesome Marvel™ characters, map tiles, tokens, dice, and unique scenarios designed for new players to learn the ropes.

Once you've gotten a handle on the basic rules, you can start introducing advanced concepts to your games. Soon, you'll be able to jump into the full HeroClix experience: Collecting your favorite characters, building your own customized team, and taking that team to battle against your friends!

## COMPONENTS LIST

- 10 HeroClix Pre-Painted Miniatures
- 20 HeroClix Character Cards
- 32 Action, Object, and Terrain Tokens
- 6 Full Color Double Sided Map Tiles
- 2 Special Edition X of Swords Six-Sided Dice
- 2 Powers and Abilities Cards
- 1 HeroClix Core Rulebook
- 8 Scenario Cards
- 5 Tarot Cards
- 1 Tarot Rules Card
- Scenario Bystander Tokens
- Scenario Object Tokens



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## THE COMBAT DIAL SYSTEM™

Each character in HeroClix is represented by a figure and a character card. Each figure has a dynamic sculpt atop our patented Combat Dial, which features the character's combat values and abilities.

The character card displays additional information about the character that doesn't fit on its base, including keywords and a full list of its traits and powers.

The Combat Dial is a rotating disk inside of the figure's base. By turning the dial—or “clicking”—the combat values and powers that appear in the window of the dial will change. For each “click” of damage a character takes, their dial may change or weaken. If a click reveals a **KO**, that character is knocked out!

### BASIC VS. ADVANCED DIALS

The characters in this set have two different sets of clicks. The Basic dial contains abilities that are better for players learning the game, while the Advanced dial contains more complex abilities for players more familiar with HeroClix.

Characters with Basic and Advanced Dials have this information (and the starting clicks for both dials) shown on their character cards.

### CLICKING

A single position on the Combat Dial is called a “click,” and is identified by a small red “click number.” Turning the dial is called “clicking.”

When your character takes damage, click their dial once for each 1 damage taken, in the direction of increasing click numbers. When a character is healed, click the dial in the direction of decreasing click numbers instead.

### COMBAT VALUES

A character has five combat values represented by the symbols printed next to them.

Four of these values appear in the window of the Combat Dial: Speed ⚡, Attack ⚔, Defense 🛡, and Damage ✖. These values can change as your character takes damage or is healed.

The fifth value is Range which is printed on the character's base next to one or more Bolt ⚡ symbols.

### POWERS

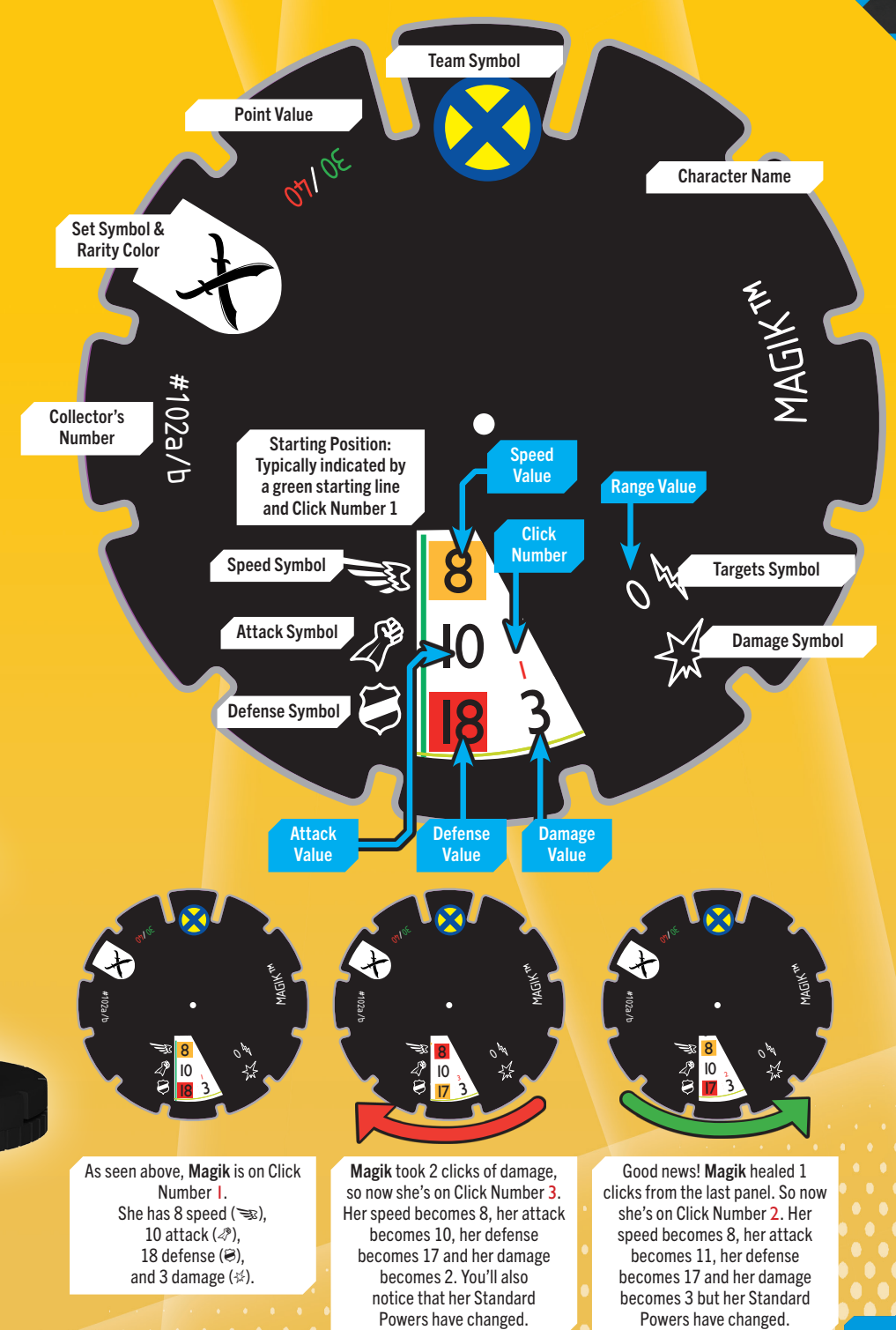
Each character in HeroClix has access to a set of powers which provide a number of different game effects.

The Standard Powers available to a character are determined by the colored boxes of that character's Speed, Attack, Defense, and Damage values that are currently displayed on its Combat Dial.

A character's available Standard Powers vary across click numbers. In this way, characters will lose or gain access to some Standard Powers as their dial is clicked when taking damage or healing.

Each character's card lists all of that character's Standard Powers, with a colored circle containing the relevant Combat Value for each. All of the Standard Powers and their effects are listed on the Powers and Abilities Card.

The Powers and Abilities Card includes effects that can be found on figures from other HeroClix sets and boosters. The back page of this rulebook has a Quick Reference of Powers and Abilities to help new players focus on the specific Powers and Abilities found on the characters in this set.





## SCENARIO PLAY RULES

*For your first few games of HeroClix, we recommend starting with Scenario A and proceeding through the scenario cards according to the results of each game.*

## SETUP

- 1. Place the chosen Scenario Card next to the map.**
- 2. Place the Tarot Card from the chosen scenario on the other side of the map.** Its effects are in play.
- 3. Determine which player will be the Krakoa Player and which will be the Arakko Player for the scenario.** Turn all characters to their Basic dial starting click (represented by Click Number **I** and a green starting line).
- 4. Determine player order.** Each player rolls two d6. The player with the highest result is the first player this game; the player with the lower result is the second player this game.
- 5. Set up the map listed in the scenario.**
- 6. Choose Starting Areas, starting with the second player.** Each player, starting with the first player, puts their team on the map in their chosen Starting Area.
- 7. Start the game!** Any effects that happen at the start of the game occur now, then the first player takes their first turn.

**NOTE:** The Quick Reference on the back of this rulebook provides essential information about your characters!

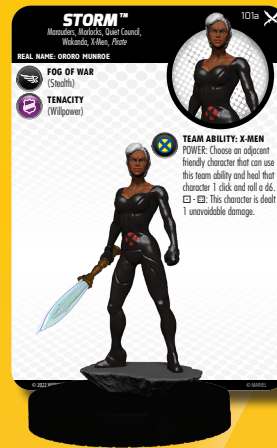
## PLAY AREAS

**Map:** This is where gameplay takes place. Characters will move and attack each other in different squares of the map. Maps include **Starting Areas** outlined in purple where a force can be placed at the start of the game.

**Sideline:** A place separate from the map, for characters and other gameplay elements forming a part of a player's force that are not in play but may enter the game through certain effects

**KO Area:** When a character is KO'd (its dial reads **KO**), it is placed in that player's **KO** area.

The Krakoa Player plays: Storm, Gorgon, and Wolverine at 30 points each.



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

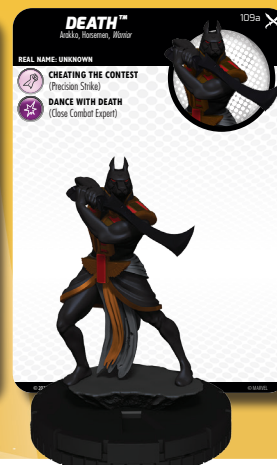
You rolled  .

Your opponent rolled  .

The scenario says to use **Otherworld: Starlight Citadel Ballroom Map**. You rolled highest, so your opponent will pick their starting area and place their figures first, and you'll take the first turn of the game.

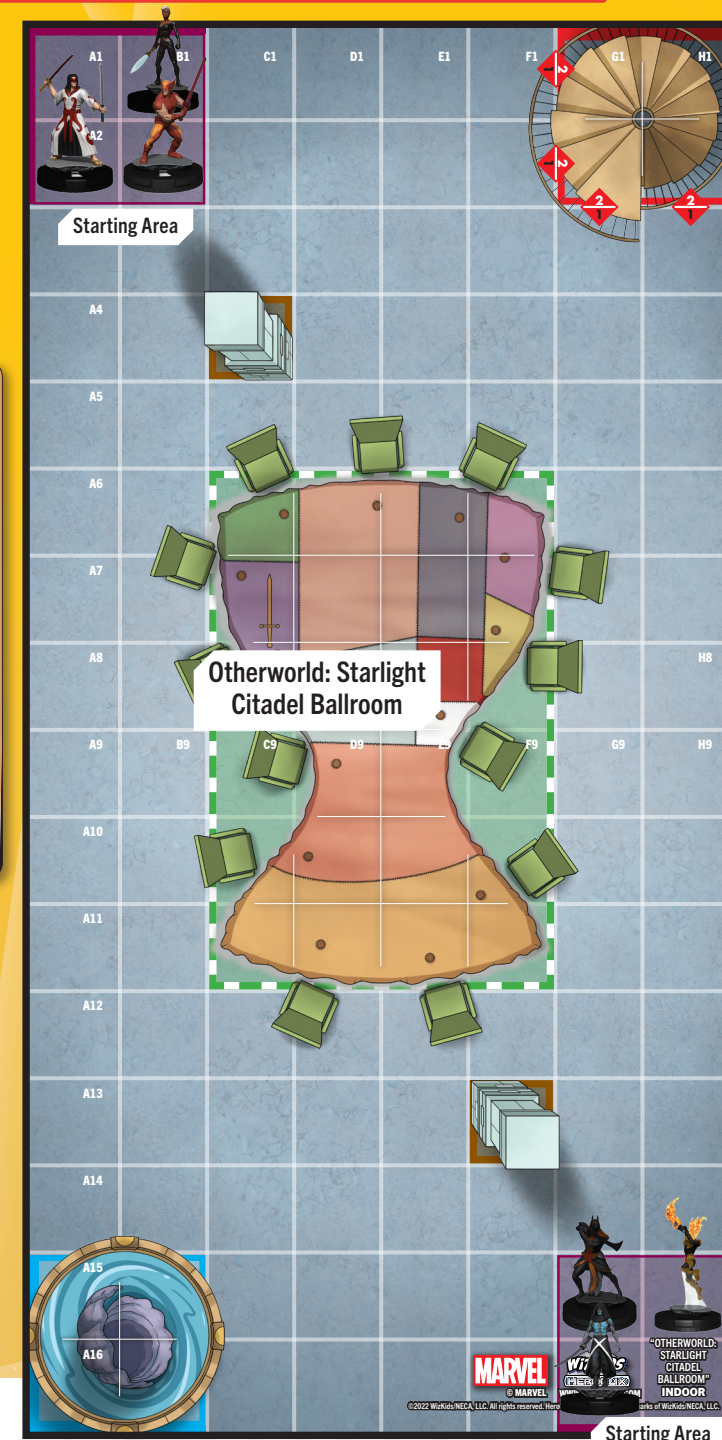


The Arakko Player plays: Solem, War, and Death at 30 points each.



### Scenario A Tarot Card

## Setting Up Scenario A!



Krakoa Player's  
**KO** Area

**Scenario  
Card A**

**IN THE DARKROOM**

The Snowbeares have gathered in Othervord, and the contest of swords is ready to begin. When one of the mutants from Arklio poisons Cybele, Wovenine is ready to fight sooner than originally planned

**Map:** Othervord: Starlight Citadel Ballroom

**Tarot card:** Four of Wands

**The Krakrae player plays:** Storm (30), Gorgon (30), and Wovenine (30).

**The Arklio player plays:** Storm (30), Mar (30), and Death (30).



Arakko Player's  
**KO** Area



## KRAKOA PLAYER'S TEAM

### GORGON

*Tomi Shishido was born a genius, able to paint and compose opera. His mutant powers include being able to turn others to stone by looking at them and reading the minds of those nearby.*

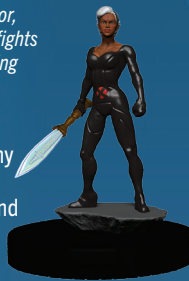
Gorgon is able to use Charge to close the gap between himself and an opponent, and can use Incapacitate to slow down opposing characters!



### STORM

*Storm has been a pickpocket, warrior, goddess, and queen. Now that she fights for Krakoa and Earth's future, nothing will stand in her way!*

Storm is one of the hardest working mutants on Earth or any other planet! By using Stealth and Willpower, she can move and attack more frequently than opposing characters while avoiding opposing ranged attacks.



### SOLEM

*Solem's past is somehow storied yet mysterious. He's devious, but also a renowned poet.*

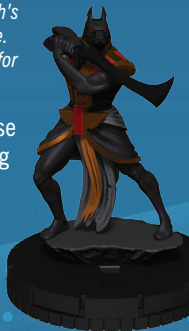
With Invulnerability and a proficiency in close combat, Solem is a deadly opponent ready to outlast his enemies!



### DEATH

*One of Apocalypse's children, Death's powers are as terrifying as his name. He's willing to do whatever it takes for Arakko to come out on top!*

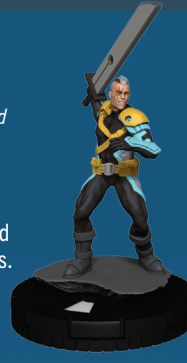
With Precision Strike and Close Combat Expert, Death is going to be able to defeat many opponents—even if they're at range!



### CABLE

*Kid Cable has a lot to live up to compared to his older self. Facing enormous pressure from himself and others, he'll need to toughen up to survive Otherworld!*

Cable is great at closing the distance with his opponents and withstanding their close attacks. He's got some range himself as well, meaning he'll give you lots of options.



### MAGIK

*Magik has inspired an entire generation of New Mutants, trained Cypher as a swordsman, and brings a ton of magical power to the swordbearers of Krakoa!*

Magik is awesome at dodging opposing attacks, but if she ever takes a hit her ability to strike back goes through the roof with Flurry!



### WOLVERINE

*He's the best at what he does... but what he does ain't pretty! Wolverine is a mutant who needs no introduction for most, having sliced his way across the globe for decades.*

With Super Senses and Exploit Weakness, Wolverine will be extremely hard for your opponent to hit and do a great job of getting past their defenses.



## ARAKKO PLAYER'S TEAM

### WAR

*One of Apocalypse's children, War has fought for thousands of years and grown stronger over that span. She remains the strongest horseman!*

Equipped with Running Shot and Penetrating/Psychic Blast, War is able to bypass most opposing defenses.



### ISCA THE UNBEATEN

*Isca's mutant power is that she can't lose. She back up this nebulous capability with speed, power, cunning, and flexibility.*

Isca has Charge, Outwit, and Leadership—three of the most powerful abilities in HeroClix!

### SUMMONER

*Summoner made first contact with Krakoa, luring Apocalypse into a trap. He's able to summon dangerous creatures from beyond our world.*

Poison, Running Shot, and Exploit Weakness are all great tools for dealing damage. You'll master playing Summoner by learning when to utilize each!



## KEY CONCEPTS

### FORCE

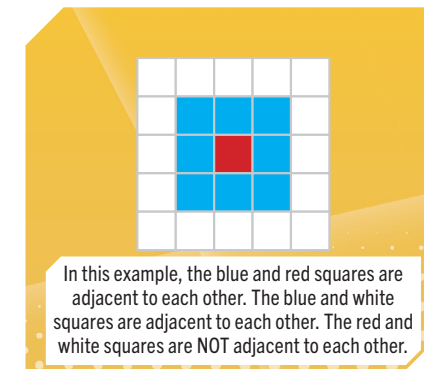
Your force is all the game elements you're playing with, including your characters and any objects and special items (don't worry about objects or items just yet).

### "FRIENDLY" AND "OPPOSING"

Characters on your force are "friendly" to themselves and each other. Characters on your opponent's force are considered "opposing."

### ADJACENCY

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



### SUCCESS AND FAILURE

Some effects will cause you to roll a six-sided die (d6) to determine whether it occurs. The effect will tell you the range of rolls (like, "4–6") that results in a "success" and what the benefit is. All other results are considered failures.

A roll of 1 is always considered a failure and a roll of 6 is always a success.

## HOW TO WIN

Normally, your objective will be to **KO** (knock out) your opponent's force, leaving them with no characters on the map. A character is considered **KO'd** when a **KO** is revealed on a character's Combat Dial as a result of a click.

If you're playing with a scenario, however, you can instead win if you complete the scenario win condition!

## TURN OVERVIEW

Your turn in HeroClix is made up of four phases:

### PHASE 1: BEGINNING OF TURN

Some effects trigger or end during this phase. Watch for wording like: "At the beginning of your turn" or "At the beginning of each turn."

### PHASE 2: ACTION PHASE

In this phase, you may take up to three actions and any number of different free actions with your characters. (See: Actions on pg. 8)

### PHASE 3: END OF TURN

Some effects trigger or end during this phase. Watch for 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

Clear (remove) all action tokens from all of your characters that did not receive an action token this turn.





## ACTIONS

Most of the gameplay in HeroClix occurs in the Action Phase in the form of actions.

After taking an action, a character gains an **action token** unless it was a FREE action.

When a character gains a second action token, they can no longer perform any actions (except FREE actions) until their action tokens are Cleared. If you have fewer than 3 characters on your team, you won't be able to use all 3 of your actions.

There are five different types of actions. Every character always has three basic actions available to them: MOVE, CLOSE, and RANGE.

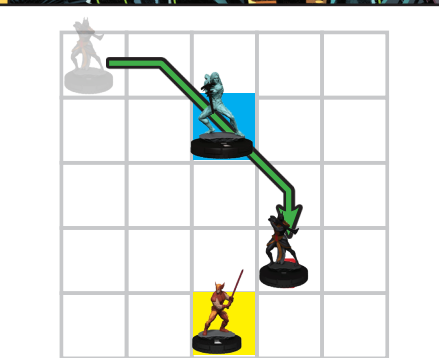
**MOVE:** Allows a character to move around the map.

**CLOSE:** Allows a character to perform a Close attack.

**RANGE:** Allows a character to make a Range attack.

The fourth action, POWER, comes up most often in the context of Standard Powers (see Standard Powers on the Powers and Abilities Card). These will appear with the phrase "POWER:" before the text explaining the action's effect.

Last, FREE actions are actions that do not give a character an action token. A character can perform multiple FREE actions during a turn, but never the same one twice. These will appear with the phrase "FREE:" before the text explaining the action's effect.



**Death moves.** He passes through the square occupied by friendly character **Summoner**. Death continues moving until he is adjacent to opposing character **Wolverine**. He must stop movement at that square. This is a complete action, so Death gets an Action Token.

**Death tries to break away.** Roll 1d6...  
Oh no! A 1. Death cannot move out of this square and gets a second Action Token, the maximum amount.

On a later turn, **Death's** Action Tokens are cleared. He tries to break away from **Wolverine** again. Just roll 1d6...



Hooray! A 6! **Death** can now move freely through the squares adjacent to **Wolverine** during his move action.

## MOVING

Characters can move in one of two ways:

- ➡ Using a basic MOVE action to move a number of squares up to their Speed ⚡ value
- ➡ Using a power with MOVE, which may use or modify the character's Speed ⚡ value

A character moves one square at a time into any of the squares adjacent to their current square (including diagonally).

## OTHER CHARACTERS

Two characters cannot occupy the same square. Your characters can move through squares with friendly characters but they may not stop in those squares.

Be careful: If a character enters a square adjacent to an opposing character their movement stops! To move away, that character will need to Break Away!

## BREAKING AWAY

If a character is adjacent to one or more opposing characters, they must first attempt to Break Away before they are able to move.

To attempt to Break Away, roll a die:

☐–☐ : Success! The character Breaks Away from all adjacent opposing characters and may move without having to Break Away from those characters for the remainder of this action.

☐–☐ : The character fails to Break Away and does not move. If they would receive an action token for this move, they still do.

## ATTACKING

There are two types of attacks: Close attacks and Range attacks.

## CLOSE ATTACKS

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

A character may perform a Close attack by using a basic CLOSE action or through certain Standard Powers.

When making a Close attack, a character may attack a character in an adjacent square.

## RANGE ATTACKS

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

A character with a Range value greater than 0 may perform a Range attack by using a basic ⚡ action or through certain Standard Powers.

Characters making a Range attack can only attack characters within their 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.

**Adjacent opposing characters:** As a general rule, characters may not make range attacks when they are adjacent to an opposing character. However, there are certain special abilities that allow them to either target an adjacent opposing character with a range attack or target other opposing characters that are not adjacent while they are adjacent to an opposing character.

## LINE OF FIRE

Line of fire represents a character's ability to see a character they wish to engage with.

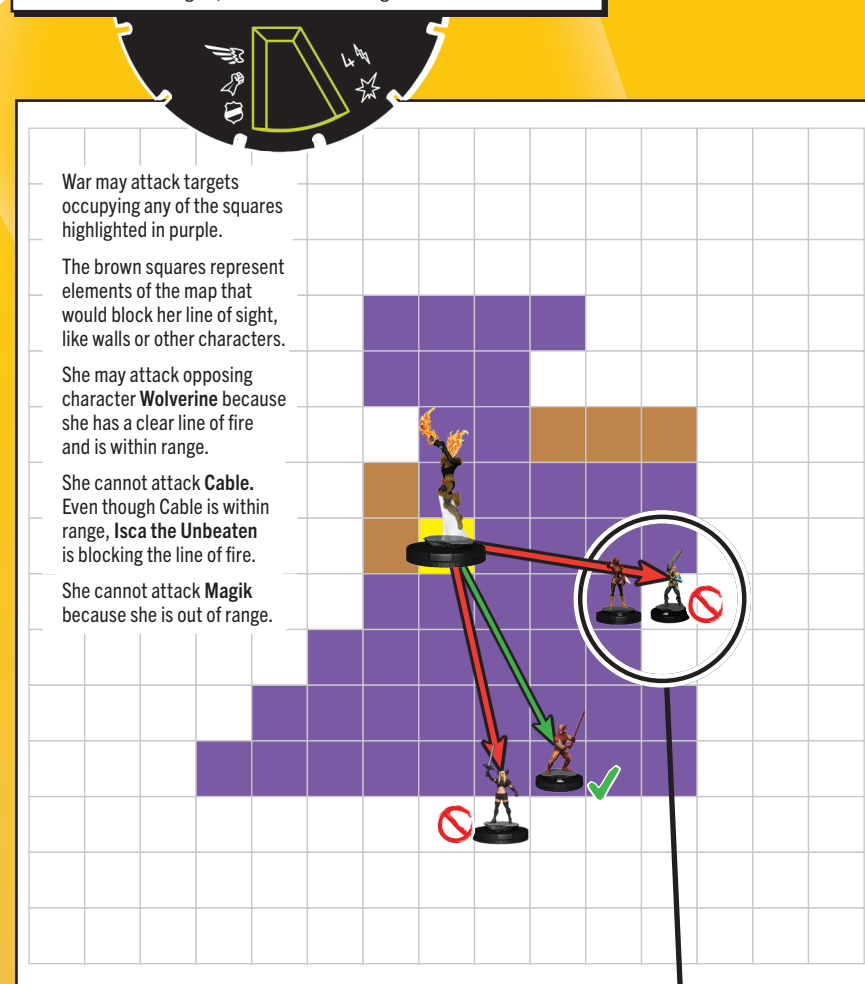
To determine if a square is within a character's line of fire, draw an imaginary line from the center of the attacking character's square to the center of the square you are targeting (ignoring any effects of the character's square itself, like terrain bonuses).

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.
- ➡ It intersects blocking terrain.
- ➡ The attacking character and their target are on different levels of elevation (except when the character at higher elevation is on the Rim, see p. 11).

Characters always have a line of fire to themselves.

War (center) has Range 4, so she can make range attacks.



War may attack targets occupying any of the squares highlighted in purple.

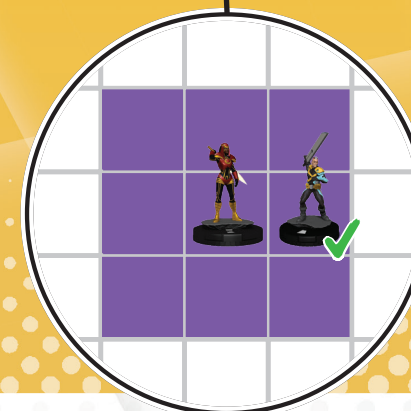
The brown squares represent elements of the map that would block her line of sight, like walls or other characters.

She may attack opposing character **Wolverine** because she has a clear line of fire and is within range.

She cannot attack **Cable**. Even though Cable is within range, **Isca the Unbeaten** is blocking the line of fire.

She cannot attack **Magik** because she is out of range.

**Isca the Unbeaten** 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 **Cable** because he is in an adjacent square.





## RESOLVING COMBAT

All combat, whether Close or Range, is resolved by following these steps:

### 1. DETERMINE TARGETS:

*Choose one or more targets for your character's attack.*

Every character has a Bolt ⚡ value next to their Range value. This is how many characters they may target at once with their attack.

Some attacks can have more than one target, but all attacks must have at least one target. The same attack can't target a character more than once.

Targets of a Close attack must be adjacent to the attacking character; targets of a Range attack must be within range and line of fire of the attacking character.

If an opposing character is adjacent to your character, your character cannot perform a Range attack (unless they have a special ability that allows them to do so).



### 2. DETERMINE HITS:

*Roll dice to determine if a defending character is hit.*

Roll 2d6, and add the result to your character's Attack ⚡ value. Then, compare that total to your targeted character's Defense 🛡 value:

- ➡ If the attack total is equal or higher than the defense total value, 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 1d6 is a critical hit which deals 1 additional damage to any character that would be dealt at least 1 damage by the attack. The target(s) of the attack become hit (they can't evade with another effect).

Rolling 1d6, 1d6, 1d6, 1d6 or 1d6 causes knockback if that attack is a hit, which is resolved in step 5 below.

Rolling 1d6 is a critical miss. The attack misses, and the attacking character takes 1 unavoidable damage.

### 3. MODIFY DAMAGE:

*Use any abilities that increase or reduce damage.*

Your character will deal damage equal to its Damage ⚡ value to hit characters. If more than one character has been hit, you choose how this damage is split up.

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

The hit characters may use powers to reduce damage, and the attacking character may use powers to increase or alter the damage.

### 4. DEAL DAMAGE:

*Deal damage to hit characters, and check for KOs.*

Once the damage is finalized, the hit characters take damage by clicking the appropriate number of clicks (so that the Click number increases).

Check for **KOs**: If a character's Combat Dial shows a "**KO**" in its window, that character is **KO'd** and is removed from play.

### 5. RESOLVE KNOCKBACK:

*Check if a character is pushed away by knockback.*

A hit character is knocked back if either of the following applies:

- ➡ The attacking character has the **KNOCKBACK** keyphrase as part of a power.
- ➡ The attacking character rolls doubles on an attack roll that hits.

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

If a character would be knocked back into a wall, blocking terrain, or another character they aren't knocked back any further.

### POWER / TRAIT ACTIONS

Beyond the basic MOVE, CLOSE, and RANGE actions, characters can perform actions based on their available powers and traits.

If a power or trait has MOVE, RANGE, CLOSE, or POWER, it takes an action to use.

If it has FREE, it's a free action. It can be performed by a character during the Action phase, without gaining an action token.

If a power or ability is not a MOVE, CLOSE, RANGE, POWER, or FREE action, it is one of the following:

- ➡ **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 in effect. For example, Toughness always reduces damage taken by 1 and Exploit Weakness always makes damage from a close attack penetrating.

*NOTE: Characters can take any number of different FREE actions during their turn, and still take a non-FREE action (but each FREE action may only be taken once).*

### TRAITS

Some characters will have traits or special powers. A character's traits are designated by a star on the Combat Dial, which means that they are always available to your character. The effect of the trait will be described on the character's card.

### OTHER ABILITIES

#### IMPROVED ABILITIES

Improved Abilities let a character move or target in ways they normally can't. Improved Abilities will have MOVEMENT ⚡ or TARGETING © followed by a colored symbol. The Powers and Abilities Card explains what each one does.

#### TEAM ABILITIES

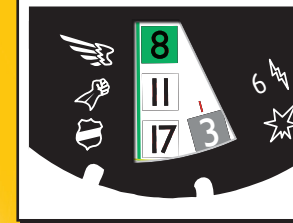
Team Abilities are indicated by a full-color symbol on a character's base and explained on the character's card.

#### KEYPHRASES

Keyphrases are terms in HeroClix with a special meaning. Each one is explained on the Powers and Abilities Card.

### EXAMPLE ATTACK

Storm is sparring against training dummies. She is at Click Number 1 with these combat values.



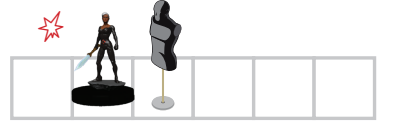
Even though her range is 6, she can't make a range attack while adjacent to opposing characters. She picks the dummy on the right as her target. It has Defense 15.

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.



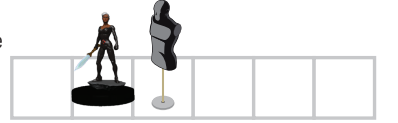
### CRITICAL MISS

1d6, a critical miss. The attack misses and Storm takes one damage, moving her dial to Click Number 2.



### MISS

1d6, a miss. Added to Storm's ⚡ 11, the attack total is 14. That is less than the dummy's Defense value, so the attack misses.



### HIT

1d6, a hit. Added to Storm's ⚡ 11, the attack total is 16. This attack hits!

Storm has ⚡3, so she deals 3 damage to the dummy.



### CRITICAL HIT

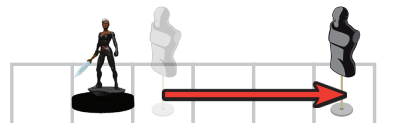
1d6, a critical hit. Added to Storm's ⚡ 11, the attack total is 23. This attack hits!

Furthermore, because you rolled double 6s, this is a critical hit!

Storm has ⚡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 Storm.





## ADVANCED RULES

These are additional rules to add to your games once you're familiar with the basics!

## OBJECTS

Objects are items that characters can interact with during a game. Some advanced objects may come with their own unique rules!

There are two types of object:

**Light objects** (yellow ring) represent things the average person might be able to lift (like a moderately full garbage can).



**Heavy objects** (red ring) represent things that only someone with superhuman strength could lift (like a dumpster or a small car). Only characters with the "Super Strength" power can lift and throw them.



Characters can hold only one object at a time. Once per move, any character may do **one** of the following:

- ➔ **Pick up** a light object in a square they move through, or a square adjacent to one they move through.
- ➔ **Put down** a held object in any square they move through or a square adjacent to one they move through.

Any character that is holding an object can attack with that object by performing the following actions:

- ➔ **CLOSE Object Action:** CLOSE: If this character is holding an object make a close attack and modify damage +1, after resolutions destroy the object.
- ➔ **RANGE Object Action:** RANGE: Minimum range 6. If this character is holding an object, make a range attack targeting a single character that deals 2 damage instead of normal damage, and after resolutions destroy the object.

## BYSTANDERS

Bystanders are characters with combat values but no combat dial, therefore they cannot click. Most bystanders are generated by game effects, but some are separate game elements with point values.

A bystander can't be healed, and if it takes any damage, it is **KO'd**.

Bystanders don't have starting lines, click numbers, or non-**KO** clicks. They do not trigger or count for any effects that reference those game terms.

A bystander's single "click" is considered its starting click.

## TERRAIN

HeroClix maps have special colors around the squares that let you know about the special properties of that square. Squares without terrain are called Clear Terrain.

There are 3 main kinds of terrain:

### BLOCKING

Blocking terrain is impossible to traverse or see through, such as pillars, statues, and boulders.

**Movement:** Characters cannot move into or through blocking terrain.

**Line of Fire:** Line of fire is blocked by blocking terrain.

### WALLS

Walls are considered a subset of blocking terrain and follow similar rules, but instead of being a full square on the map they are found along the boundary between squares.

**Movement:** Characters cannot move through walls.

**Line of Fire:** Line of fire is blocked by walls.

## HINDERING

Hindering terrain makes it more difficult to target opposing characters. Examples of hindering terrain include thick trees, tall grass, and debris.


**Movement:** Not affected.

**Line of Fire:** If a line of fire is drawn through any hindered terrain to a target of an attack, that target gains +1 defense for the attack.

## ELEVATED

Elevated terrain is too tall to traverse through or see around, such as a building's roof or a hill.

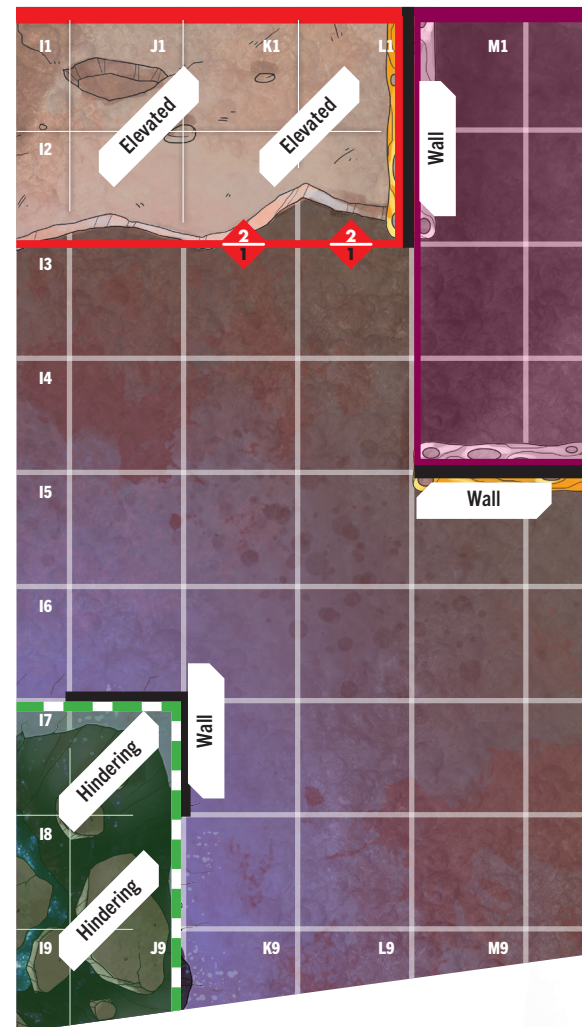
**Movement:** Characters can only move into a terrain of a different elevation through transition squares (for example, ladders or stairs) indicated by transition square diamonds on the map which connect squares of two different elevations.

**Close attacks:** Characters may make close attacks targeting opposing characters occupying a square connected to their square by a .

**Line of Fire:** A line of fire **cannot** be drawn from a square at low elevation to another square at the same elevation through terrain at high elevation (representing the fact that a character cannot shoot through a building). However, a line of fire **can** be drawn from a square at high elevation to another square at the same elevation through terrain of lower elevation (representing the fact that a character can shoot an arrow from one rooftop to another).

## THE RIM

Squares along the boundary of elevated terrain that are adjacent to lower terrain are collectively called the "Rim." Characters on the Rim can be targeted by characters from lower elevation and vice versa, but only if the Line of Fire does not intersect another square of elevated or blocking terrain.



Pictured above is a section of one of the maps found in this product displaying walls, hindering terrain, and elevated terrain.

## DESTROYING

If a character has a Damage  $\star$  value of 3 or more, they can destroy objects, blocking terrain, and walls using CLOSE or RANGE actions.

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

- ➔ **CLOSE Destroy:** Occupy an adjacent square and perform a basic CLOSE action.
- ➔ **RANGE Destroy:** Perform a basic RANGE action targeting a wall within range and line of fire.

To destroy a wall from range, your character must have range the square on the opposite side of the wall (treat this as though you would be shooting through the wall). In addition, your character's line of fire to this square cannot be blocked by anything other than the wall they are attempting to destroy.

After destroying blocking terrain or a wall, place debris markers as described below:

- ➔ **Blocking terrain:** Put a debris marker in that square. That square is now hindering terrain.
- ➔ **Wall:** Place a debris marker on either side of where the wall used to be.

## MISCELLANEOUS CONCEPTS

### NAMES USED IN EFFECTS

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

### GENERATE

Some effects will "generate" something, like a token or object, from outside the game or from your Sideline.

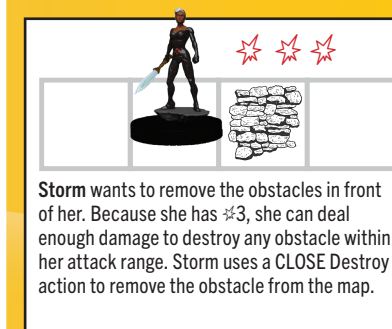
Generated game elements are added to the map adjacent to whatever generated it (usually a character).

Generated game elements are always linked to the character or game element that generated them. For example, if a character can generate hindering terrain markers from the "Smoke Cloud" power, that power's effect would only apply to the markers they generated (and not hindering terrain markers generated by a different character).

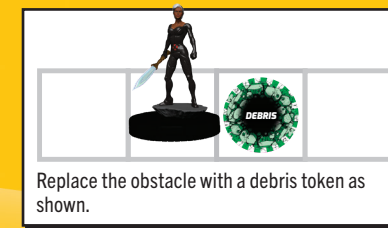
### PLACING

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

For example, a character that is placed does not have to break away from adjacent opposing characters.



Storm wants to remove the obstacles in front of her. Because she has  $\star 3$ , she can deal enough damage to destroy any obstacle within her attack range. Storm uses a CLOSE Destroy action to remove the obstacle from the map.



Replace the obstacle with a debris token as shown.



## BUILDING YOUR OWN TEAM

Building your own team is one of the most fun parts of HeroClix, because you can combine your favorite characters from different sets and universes, then bring them to the table to square off against your friends! Your team consists of three components, your characters, your maps, and your Tarot Deck.

### STARTING FORCE

Your Starting Force consists of your characters and any game elements you will start the game with (such as objects and equipment). In addition, each player brings a 5-card Tarot Deck (see Tarot Rules Card for deckbuilding instructions).

Each character in HeroClix has a point value printed on its base and character card. This is how many points it costs to include on your Starting Force.



A standard Starting Force in HeroClix has a maximum of 300 points. You and your opponent should each build your teams to be as close as you can get to the 300 point maximum (it's okay if you don't have exactly 300).

### TEAM BUILDING RESTRICTIONS

**Prime figures:** A team can only have one Prime figure (denoted by a green ring around the edge of its base and its character card image).

**Unique figures:** A team can only have one copy of each Unique figure (denoted by a silver ring around the edge of its base, and its character card image), but your team can have multiple different Unique figures.

*Note: None of the characters contained in this box are Prime or Unique.*

### THEMED TEAMS

Every character has one or more keywords, found below their name on their character card. If all of the characters on your team share a keyword, you can pick that keyword as your team's "theme." If they share more than one keyword, pick only one. Themed teams provide two bonuses:

**Initiative Bonus:** When deciding who is going first, players with themed teams gain an initiative bonus: Add the number of characters with their chosen keyword to their 2d6 die roll. This bonus cannot exceed 3 more than an opponent.

**Probability Control:** Characters on a themed team can use the Standard Power "Probability Control":

*Once per turn, you may reroll a target character's attack or break away roll. A targeted character must be within range and line of fire, minimum range value 6.*

A player can use this power a number of times per game equal to the number of characters with the chosen keyword on their Starting Force, up to a maximum of 3.

For example, you have a Theme Team with three characters. You roll a 9, for a total of 9. Your opponent does not have a Theme team, so would need to roll a 10 or higher to go first.



## STANDARD SETUP

1. **Greet your opponent.**
2. **Reveal your team.** Announce any Themed Teams, if any. Turn all characters to their starting click.
3. **Determine player order.** Each player rolls 2d6 and adds their Initiative Bonus. The player with the highest result is the first player this game; the player with the lower result is the second player this game.
4. **The first player picks a map.**
5. **Choose Starting Areas, starting with the second player.**
6. **Setup Characters and Objects.** The first player places their Starting Force in their chosen Starting Area, then places up to 3 objects in squares outside of their Starting Area. Then, the second player does the same thing.
7. **Start the game!** Any effects that happen at the start of the game occur now, then the first player takes their first turn.

### INHERENT ABILITIES

Inherent abilities are the things every character can normally do on a turn. These are also listed on the Powers and Abilities Card:

- ➡ A basic MOVE, CLOSE, or RANGE action.
- ➡ Carry another character: Before beginning movement, you may choose one adjacent friendly character of smaller size. Immediately after moving, place the chosen character (adjacent if possible); it cannot take a non-FREE action this turn. To carry, neither character can be holding an object, or pick one up.
- ➡ Pick up, put down, or perform a CLOSE or RANGE attack with an object.
- ➡ Destroy an Object using a CLOSE or RANGE action.

## POWERS AND ABILITIES REFERENCE

This reference includes only powers and abilities found on the characters and bystanders in this set. After players expand their collection to include additional characters, they should reference the separate, trifold Powers and Abilities Card.

### SPEED

- ❌ **FLURRY CLOSE:** Make up to two close attacks.
- ❌ **LEAP/CLIMB** (When this character moves, they can change elevation without using transition squares, can move through outdoor blocking terrain, and can move through squares occupied by or adjacent to opposing characters without stopping. They still must break away).
- ❌ **CHARGE POWER:** Halve speed. Move, then CLOSE as FREE -or- make a close attack.
- ❌ **HYPERSONIC SPEED POWER:** Halve range, (For this action, this character halves range, can't carry, and can move through squares occupied by or adjacent to opposing character without stopping. They still must break away). Move, then make an attack, then move up to your speed value minus the number of squares just moved.
- ❌ **STEALTH** When it's not your turn, hindered lines of fire drawn to this character by non-adjacent characters are blocked.
- ❌ **RUNNING SHOT POWER:** Halve speed. Move, then RANGE as FREE -or- make a range attack.



### ATTACK

- ❌ **BLADES/CLAWS/FANGS** When this character makes a close attack against a single target and hits, you may roll a d6. If you do, deal damage equal to the result instead of normal damage. Minimum result is this character's printed damage value -1.
- ❌ **ENERGY EXPLOSION RANGE:** Make a range attack and all other characters adjacent to an original target also become targets. Hit characters are dealt 2 damage instead of normal damage.
- ❌ **QUAKE** When this character makes a close attack, they may target all adjacent opposing characters. If they do, they gain KNOCKBACK (for this attack) and deal each hit character 2 damage instead of normal damage.
- ❌ **INCAPACITATE** When this character makes an attack, instead of normal damage, you may give each hit character an action token.
- ❌ **PENETRATING/PSYCHIC BLAST** When this character makes a range attack, damage is penetrating.
- ❌ **SMOKE CLOUD POWER:** Minimum range 6. Generate up to 6 hindering terrain markers, one at a time, in distinct squares within range. Other than the first, each marker must be adjacent to at least one other, and at least one must be within line of fire. Opposing characters occupying one or more of these markers modify attack -1. At the beginning of your next turn (even if this is lost), remove them.
- ❌ **PRECISION STRIKE** When this character attacks, damage taken from the attack can't be reduced below 1 and the target decreases its d6 roll for Super Senses by -1.
- ❌ **POISON FREE:** If this character hasn't moved or been placed this turn, deal 1 damage to all adjacent opposing characters.



## DEFENSE

- SUPER SENSES** When this character would be hit, you may roll a d6. - : Evade.
- TOUGHNESS** Reduce damage taken by 1.
- COMBAT REFLEXES** Modify defense +2 against close attacks.
- ENERGY SHIELD/ DEFLECTION** Modify defense +2 against range attacks.
- WILLPOWER** At the beginning of your turn, you may roll a d6. - : Remove an action token from this character..
- REGENERATION POWER:** Roll a d6. Heal a number of clicks equal to half the result (rounded up).
- INVULNERABILITY** Reduce damage taken by 2.

KEYPHRASE ABILITIES		
KEYPHRASE	SYMBOL	DESCRIPTION
Flight		: (When this character moves, they can change elevation without using transition squares, can move through outdoor blocking terrain, and can move through squares occupied by or adjacent to opposing characters without stopping. They still must break away. This character can use the Carry ability to carry up to 1 characters, including characters that are the same size).
Tiny Size		Modify defense +1 against range attacks.
INHERENT ABILITIES		
Carry		Before beginning movement, you may choose one adjacent friendly character of smaller size. Immediately after moving, place the chosen character adjacent if possible and it can't be given a non-FREE action this turn. To carry, neither character can be holding an object or pick one up.

## DAMAGE

- BATTLE FURY** This character can't make range attacks, can't be given RANGE actions, can't be carried, can't be given action tokens by opposing effects, and has SAFEGUARD: Mind Control. When this character attacks, opposing character can't use Shape Change.
- ENHANCEMENT** Adjacent friendly characters modify damage +1 while making a range attack or using RANGE destroy.
- EXPLOIT WEAKNESS** When this character makes a close attack, damage is penetrating.
- CLOSE COMBAT EXPERT** This character modifies attack and damage +1 while making a close attack or when given a CLOSE Destroy action.
- OUTWIT FREE:** Minimum range 6. Choose a target opposing character within range and line of fire and then choose one: any standard power -or- a special power printed on the target's card. The target can't use the chosen power until your next turn.
- PERPLEX FREE:** Minimum range 6. Choose a target character within range and line of fire. Modify one of that character's combat values other than damage +1 or -1 until your next turn.
- LEADERSHIP** For all friendly characters that can use Leadership, Action Total +1. // At the beginning of your turn, you may roll a d6. - : Remove an action token from an adjacent friendly character that's less points or shares a keyword.

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