

MARVEL

AVENGERS • FANTASTIC FOUR

EMPIRE

MINIATURES GAME



CORE RULE BOOK

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: Avengers Fantastic Four Empire Miniatures Game** contains everything you need to play: Awesome Marvel™ characters, map tiles, tokens, dice, and some 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 Empire Six-Sided Dice
- 2 Brand-New Color Powers and Abilities Cards
- 1 Brand-New Color HeroClix Core Rulebook
- 8 Scenario Cards
- 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 appears 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

Some characters in HeroClix 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 represented by a “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 ♁.

The symbols for the combat values shown here appear on all the figures in this set.

POWERS

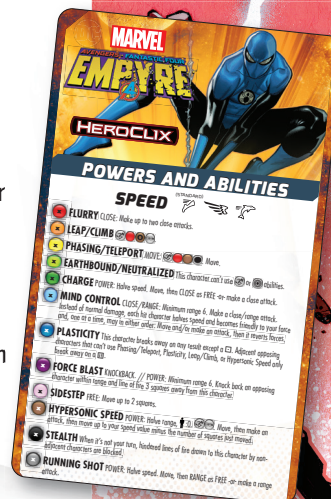
Each character in HeroClix has access to a set of powers which provide a number of different game effects.

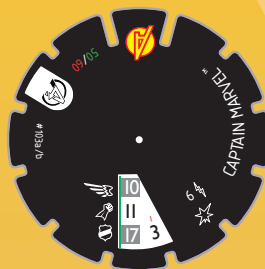
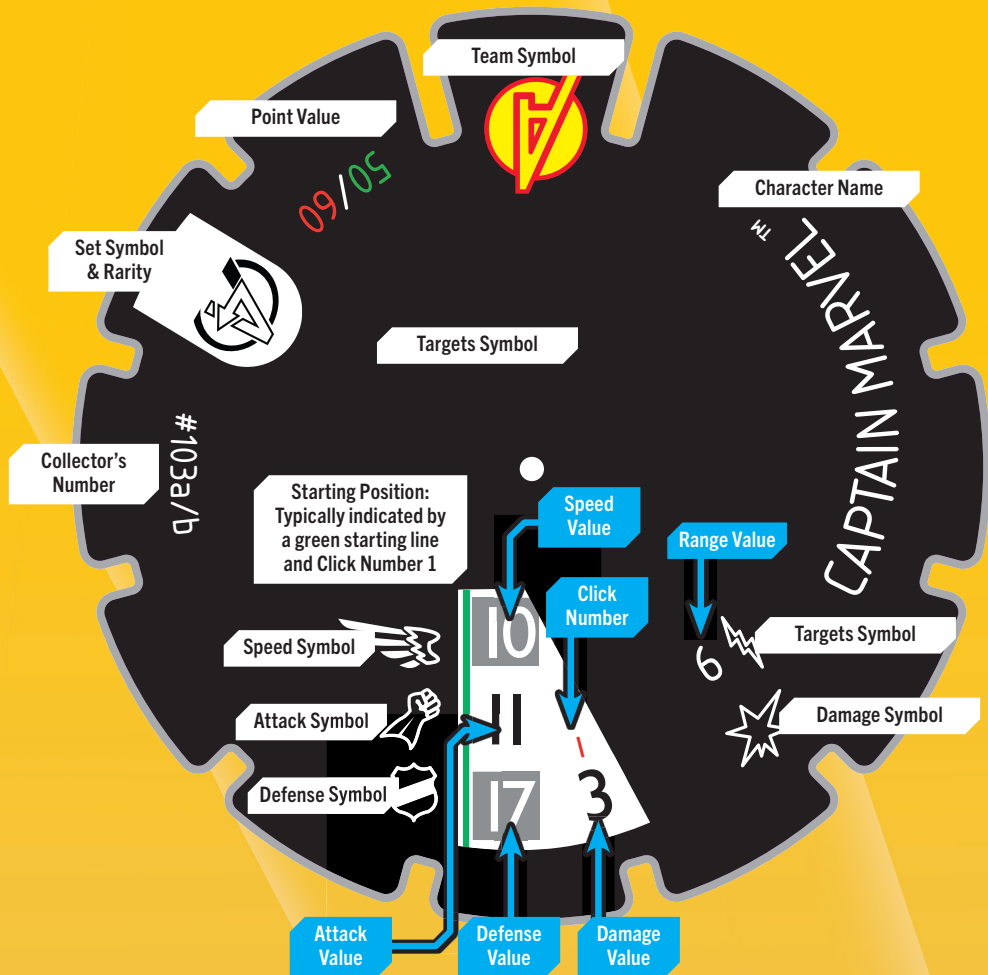
The Standard Powers available to a character are determined by the colored boxes of that character's Speed, Attack, Defense, and Damage values that are currently displayed on its Combat Dial.

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.

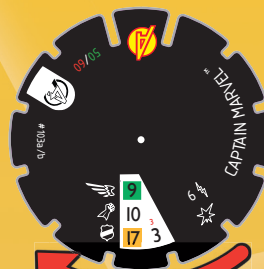
Each character's card will list all of that character's Standard Powers, with a colored circle containing the relevant Combat Value for each. All of the Standard Powers and their effects are listed on the Powers and Abilities Card.

You may notice other symbols on the Powers and Abilities Card that provide different effects. These might be found on figures from other HeroClix sets and boosters. A Quick Reference of Powers and Abilities is on the back page of this rulebook.

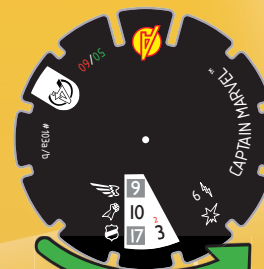




As seen above, Captain Marvel is on Click Number 1. She has 10 speed (👉), 11 attack (👊), 17 defense (🛡️), and 3 damage (💥).



Captain Marvel took 2 clicks of damage, so now she's on Click Number 3. Her speed becomes 9, her attack becomes 10, but her defense and damage stay the same. You'll also notice that her Standard Powers have changed.



Good news! Captain Marvel healed 1 click from the last panel. So now she's on Click Number 2. Her combat values have stayed the same but her Standard Powers have changed.

QUICK START RULES

For your first few games of HeroClix, we recommend using this Quick Start version of the rules.

SETUP

1. Greet your opponent.
2. Choose a scenario from the included scenario cards.
3. Determine which player will use the Heroes, and which will use the Villains provided for the scenario. Turn all characters to their Basic dial starting click (represented by Click Number 1 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 will provide a lot of essential information about your characters' unique abilities!

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: Where characters are placed when they are KO'd

The hero player plays: Spider-Man, Wolverine, Human Torch at 25, 35, and 40 points, respectively.



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

You rolled 14.

Your opponent rolled 12.

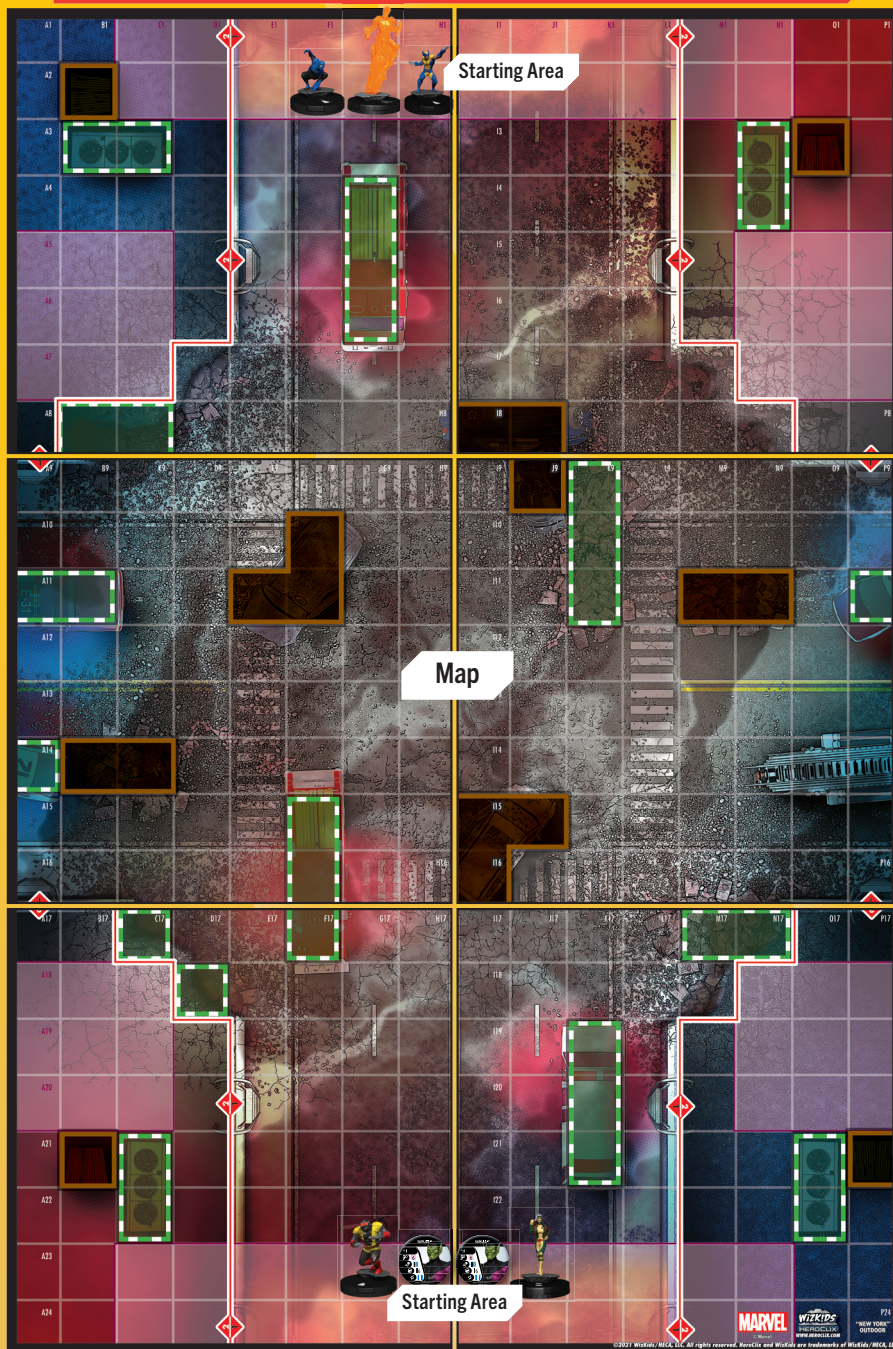
Normally you'd pick the map since you have the higher total, but the Scenario says to use **New York**. Your opponent will pick their starting area and place their figures first, and you'll take the first turn of the game.



The villain player plays: Super Skrull: X-Men and Rogue at 40 points each, and 2 Skrull bystanders.



Setting Up Scenario A: Defending NY from Skrulls!



Hero **KO** Area

Proceed to Scenario B.
 ■ **KO** all opposing characters.
 ■ **KO** Super Skrull: X-Men or Rogue with a critical hit.

HERO PLAYER – YOU WIN IF YOU:



VILLAIN PLAYER – YOU WIN IF YOU:

■ **KO** all opposing characters.
 ■ **KO** 2 opposing characters without any of your characters being **KO**d.

Proceed to Scenario C.

Villain **KO** Area

HEROES

SPIDER-MAN

Spider-Man is from New York but has teamed up with heroes from across the galaxy!

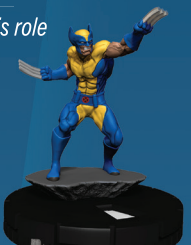
Spider-Man is a good attacker and can also do a great job of slowing down the opposing team.



WOLVERINE

Logan is best known for his role in the X-Men, but is also a part of the New Fantastic Four.

He's the best at what he does, and what he does is tons of damage!



CAPTAIN MARVEL

Carol Danvers and Logan were friends before she gained her full powers, so it's no surprise they still make a great team.

Captain Marvel is great at moving fast, hitting hard, and taking a hit! She is a great addition to any HeroClix team.



ROGUE

Originally a villain, Anna-Marie has since changed her life and become a valued member of the X-Men and Excalibur.

Rogue will be able to move into position to wallop her opponents! She does well in prolonged close combat, too, due to her Steal Energy ability.



INVISIBLE WOMAN

The Fantastic Four are Marvel's First Family, and Sue's protective nature helps keep them together.

Invisible Woman has great flexibility, providing you other characters with superior defense, increasing their attacks, or disrupting your opponent's movements.



HUMAN TORCH

Despite appearances, Johnny isn't always a hothead. Most of the time, he's busy saving the world alongside his friends and family.

Human Torch excels at targeting multiple enemies and preventing return fire.



VILLAINS

MAGNETO

Magneto has been a dangerous threat to humanity, but has also worked hard to protect weaker mutants. He's a powerful a complicated mutant.

Magneto is great at moving his teammates around the map and defending himself from projectiles.



MADAME HYDRA

Madame Hydra has been a leader, mercenary, smuggler, and crimelord. She won't be kept from her objectives, and is a dangerous opponent.

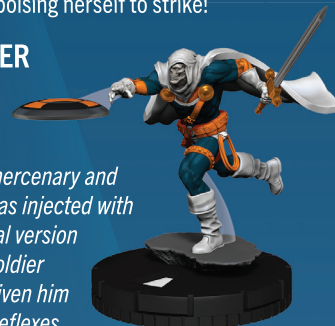
Madame Hydra is a master of getting through opposing defenses and poisoning herself to strike!



TASKMASTER

Tony Masters is a former S.H.I.E.L.D. agent turned mercenary and assassin. He was injected with an experimental version of the Super-Soldier Serum that's given him photographic reflexes.

Taskmaster is great at melee or ranged combat, offensively and defensively. He's a well-rounded addition to any team.



SUPER SKRULL: X-MEN

Advanced Skrull engineering imbued the Super Skrull Rl'nd with the powers of Colossus, Wolverine, Nightcrawler, and Cyclops. He's got a personal vendetta against Captain Marvel.

Rl'nd is awesome at teleporting past obstacles, taking a hit, and retaliating against the opposition!



KEY CONCEPTS

FORCE

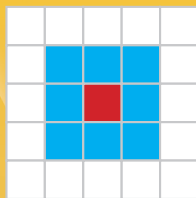
Your force is all the game elements you're playing with, including your characters and any objects and special items (don't worry about objects or items just yet).

"FRIENDLY" AND "OPPOSING"

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

ADJACENCY

Squares 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.



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.

SUCCESS AND FAILURE

Some effects will cause you to roll a six-sided die (or 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 **knock out KO** 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**.

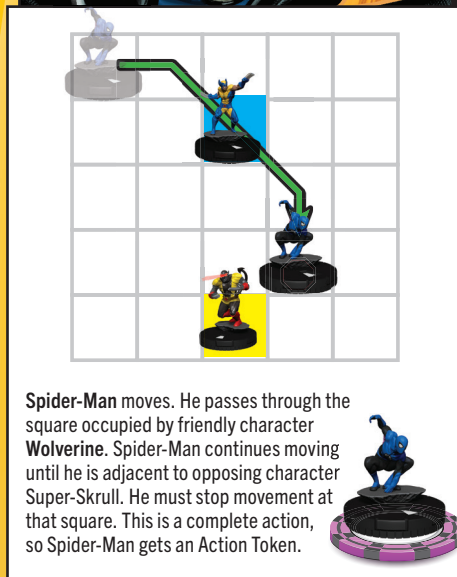
MOVE: Allows a character to move around the map

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.



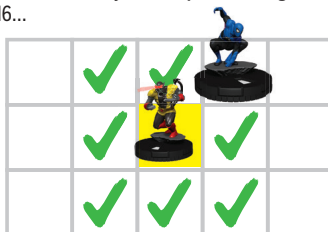
Spider-Man moves. He passes through the square occupied by friendly character **Wolverine**. Spider-Man continues moving until he is adjacent to opposing character **Super-Skrull**. He must stop movement at that square. This is a complete action, so Spider-Man gets an Action Token.

Spider-Man tries to break away. Roll 1d6...

Oh no! A 1. Spider-Man cannot move out of this square and gets a second Action Token, the maximum amount.



On a later turn, **Spider-Man's** Action Tokens are cleared. He tries to break away from **Super-Skrull** again. Just roll 1d6...



Hooray! A 6! **Spider-Man** can now move freely through the squares adjacent to **Super-Skrull**.

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:

1-4 : 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.

5-6 : 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 RANGE 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 two special abilities that some characters have 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.

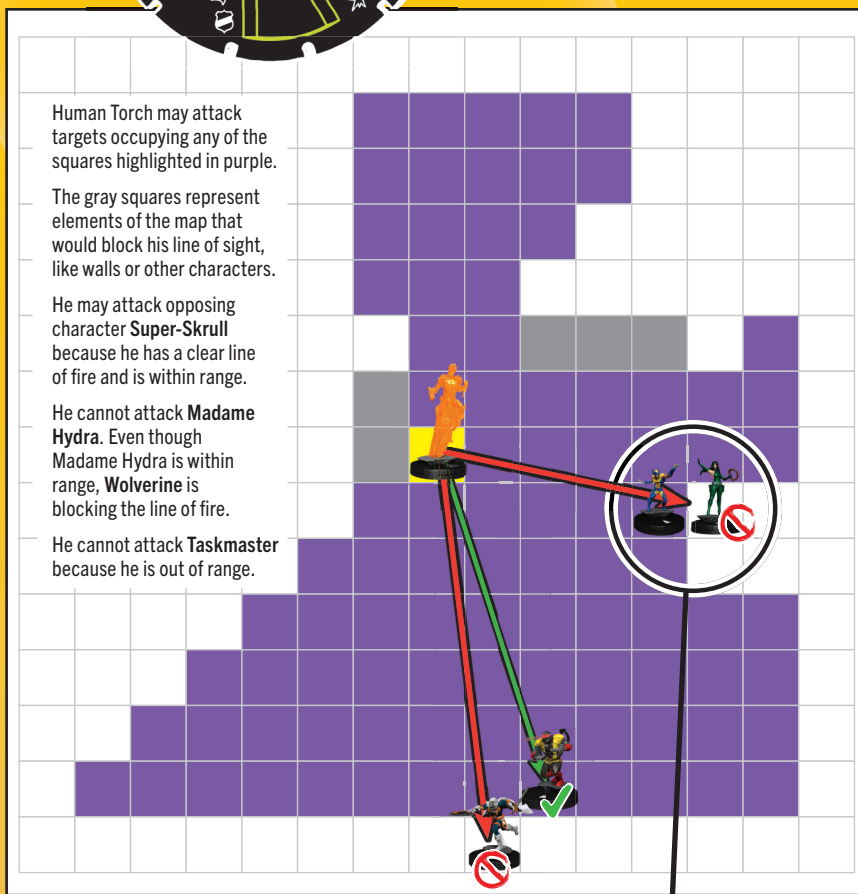
To determine if a square is within a character's line of fire, draw an imaginary line from the center of the attacking character's square to the center of the square you are targeting (ignoring any effects of the character's square itself, like terrain bonuses).

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; or
- 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.

Human Torch (center) has Range 6, so he can make range attacks.



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

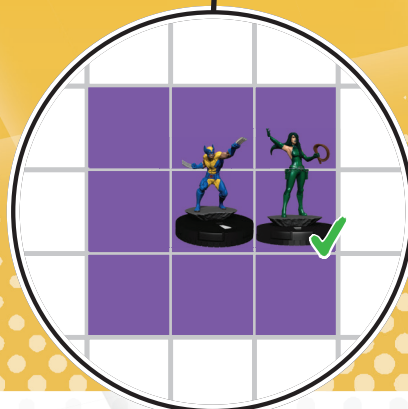
The gray squares represent elements of the map that would block his line of sight, like walls or other characters.

He may attack opposing character **Super-Skrull** because he has a clear line of fire and is within range.

He cannot attack **Madame Hydra**. Even though Madame Hydra is within range, **Wolverine** is blocking the line of fire.

He cannot attack **Taskmaster** because he is out of range.

Wolverine has Range 0, so he can only make close attacks. He may attack targets occupying any of the squares highlighted in purple. He may attack **Madame Hydra** because she 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, 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 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 , , , or causes knockback if that attack is a hit, which is resolved in step 5 below.

Rolling 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 by an attack when:

- ➡ The attacking character has the KNOCKBACK keyphrase as part of a power, or
- ➡ You roll doubles on your attack roll (except for which is always a miss).

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, then 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.

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).

If neither of the above is true, the power is either triggered or passive:

- ➡ **Triggered** effects are caused by something else. For example, an ability that says “When this character would be targeted by an attack...” 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.

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

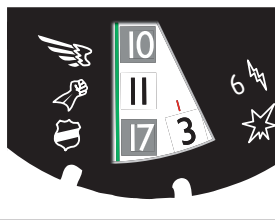
Team Abilities are indicated by a full-color symbol on a character’s base and explained on the character’s card.

KEYPHRASES

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

EXAMPLE ATTACK

Captain Marvel is sparring against some training dummies. She is at Click Number 1 with these stats.




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

, a critical miss. The attack misses and Captain Marvel takes one damage, moving her dial to Click Number 2.




MISS

, a miss. Added to Captain Marvel’s  11, the attack total is 14. That is less than the dummy’s Defense value, so the attack misses.



HIT


, a hit. Added to Captain Marvel’s  11, the attack total is 16. This attack hits!


Captain Marvel has  3, so she deals 3 damage to the dummy.



CRITICAL HIT

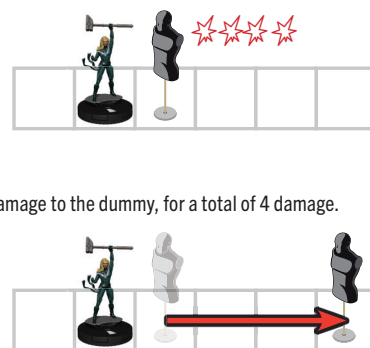
, a critical hit. Added to Captain Marvel’s  11, the attack total is 23. This attack hits!

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

Captain Marvel 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 Captain Marvel.



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!

During Step 5 of setup of a standard game of HeroClix, players can place up to 3 objects in squares outside of the starting areas.

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, OR
- ➡ **Put down** a held object in any square they move through or a square adjacent to one they move through

Characters can use objects to make attacks. (You can read the details on the Powers and Abilities Card.)

TERRAIN

HeroClix maps sometimes 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, like a pillar, solid rock.

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 sub-set of blocking terrain and follow similar rules, but instead of being a full square on the map they are found just along the boundary between squares.

Movement: Characters cannot move through a boundary that has a wall.

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

HINDERING

Hindering terrain makes it more difficult to target opposing characters, like thick trees, small obstacles.


Movement: Not affected.

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

ELEVATED

Elevated terrain is too tall to traverse through or see around, like 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 diamond 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 **may not** be drawn from a square at low elevation, to another square at the same elevation, through terrain at high elevation (like, a character cannot shoot through a building). However, a line of fire **may** be drawn from a square at high elevation, to another square at the same elevation, through terrain of lower elevation (like 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.

Blocking

Wall

A15

Wall

A16

Hindering

A17

B17

C17

D17

E17

F17

A18

B18

Wall

Hindering

Elevated

P8

J9

K9

L9

M9

N9

O9

P9

DESTROYING

If a character has a Damage ✱ 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:** By occupying an adjacent square, and performing a basic CLOSE action
- ➡ **RANGE Destroy:** By having sufficient range and line of fire, and performing a basic RANGE action


To destroy a wall from range, your character must have range and line of fire to the square on the opposite side of the wall (treat this as though you would be shooting through the wall).

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. If the blocking terrain was temporary, remove the blocking terrain from the map instead of placing a debris marker.
- ➡ **Wall:** Place a debris marker on either side of where the wall had been.



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



Replace the obstacle with a debris token as shown.

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 could generate hindering terrain markers from the "Smoke Cloud" power, that power's effect would only work on 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 a move for other effects.

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 two components, your Starting Force and your maps.

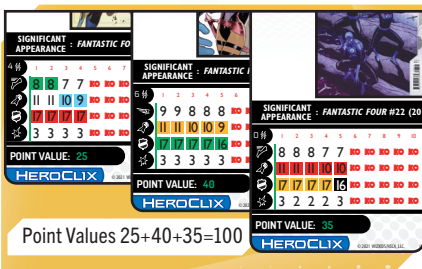
STARTING FORCE

Your Starting Force consists of the characters and any other special game elements (objects, etc.) you will start the game with.

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. Standard objects also have a point value.

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: This is a Standard Power:

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

Characters on a themed team can use this Power a number of times 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 10, for a total of nine. Your opponent does not have a Theme team, so would need to roll a ten 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 two d6 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.** Each player puts their Starting Force (including any Objects) on the map in their chosen Starting Area.
6. **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.



CONDENSED PAC

The standard powers and other abilities listed on this page can be an easy reference just like the Powers and Abilities Card, except it only includes powers and abilities used on the "a" version character cards in this set. You'll find yourself using the full PAC in no time!

SPEED

(STANDARD)



- PHASING/TELEPORT MOVE:** Move up to this character's speed value regardless of terrain or characters.
- CHARGE POWER:** Halve speed. Move, then CLOSE as FREE -or- make a close attack.
- SIDESTEP FREE:** Move up to 2 squares.
- 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.

FLIGHT This character can move regardless of terrain, except indoor blocking terrain and can move through opposing characters without stopping. If this character isn't holding an object, before beginning movement, you may choose one adjacent friendly character that isn't holding an object. Immediately after moving, place the chosen character adjacent if possible and it can't be given a non-FREE action this turn.

ATTACK

(STANDARD)



- 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.
- 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.
- POISON FREE:** If this character hasn't moved or been placed this turn, deal 1 damage to all adjacent opposing characters.
- STEAL ENERGY** When this character hits and damages 1+ characters with a close attack, after resolutions heal this character 1 click.
- TELEKINESIS POWER:** Minimum range 6. Place one target friendly single-base character or object within range and line of fire into another square within range and line of fire. That square must be within 6 squares and line of fire from the target's current square. Characters placed with this power can't use Telekinesis this turn.

DEFENSE

(STANDARD)



- SUPER SENSES** When this character would be hit, you may roll a d6. - : The attack misses this character instead of hitting it.
- TOUGHNESS** Reduce damage taken by 1.
- DEFEND** Adjacent friendly characters may replace their defense value with this character's printed defense value.
- ENERGY SHIELD/DEFLECTION** Modify defense +2 against range attacks.
- BARRIER POWER:** Minimum range 6. Generate up to 4 blocking terrain markers, one at a time, in distinct squares within range. Other than the first, each marker must be adjacent to at least one other, and at least one must be within line of fire. At the beginning of your next turn, (even if this is lost) remove them.
- REGENERATION POWER:** Roll a d6. Heal a number of clicks equal to half the result (rounded up).
- INVULNERABILITY** Reduce damage taken by 2.

DAMAGE

(STANDARD)



- EXPLOIT WEAKNESS** When this character makes a close attack, damage is penetrating.
- ENHANCEMENT** Adjacent friendly characters modify damage +1 while making a range attack or using RANGE destroy.
- SHAPE CHANGE** When this character would be targeted by an attack, you may roll a d6. - : This character can't be targeted by the attacker this turn and the attacker may choose a different target instead.

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