

# QUICK START RULES

*Welcome to HeroClix! HeroClix is an exciting tabletop game of heroic combat using miniatures of some of the world's most popular heroes. You can step into the shoes of your favorite hero (or villain) and battle head to head against your opponent until one of you is victorious!*

## What Will I Need to Play HeroClix?

To play your first game of HeroClix, you will need:

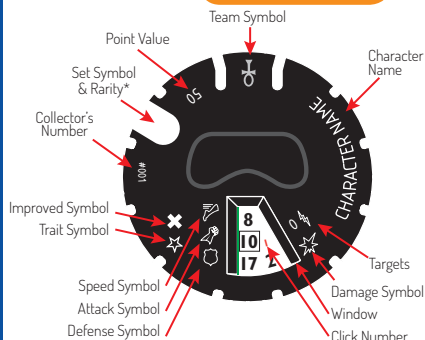
- Two players
- A HeroClix map
- Some HeroClix characters for each player (see Creating Your Force)
- Two six-sided dice (commonly called 2d6)
- Some action tokens (any small items can be used)
- The Powers and Abilities Card (called the PAC - an important reference for beginners and veterans alike)

With that list and these rules, you have everything you need to learn HeroClix!

## Overview of a Typical HeroClix Game

Each player prepares by building teams (called forces) of roughly equal points. Players place forces on opposite sides of a map and alternate turns. During their turn, a player can give actions to move their characters, attack opposing characters, or activate powers. Characters take damage from attacks that hit and may be knocked out (KO'd). The game ends when a force is entirely knocked out (or a preset time limit is reached). Typical games last 50 minutes or less.

**FIGURE 1**



\*The color of the rarity tab indicates the character's rarity: white (Common), green (Uncommon), silver (Rare), gold (Super Rare), bronze (Chase/Limited Edition), or blue (Ultra Chase).

## The Basics – Characters

A HeroClix game revolves around the characters on your force. Every force must have at least 1 character, and typically has between 3 and 5. Each character has a matching character card.

**FIGURE 2**



**Our Combat Dial™ system features a rotating disk located inside the character's base (shown in Figure 1) that display numbers through its window. The four black numbers displayed on a combat dial through its window are the character's combat values, shown in Figure 2.**

Note the five combat values and the starting line:

- The speed value (1st number) shows how fast this character is.
- The attack value (2nd number) shows how skilled this character is at attacking.
- The defense value (3rd number) shows how good this character is at avoiding attacks.
- The damage value (4th number) shows how much damage this character deals in a single attack.
- A "click" is a set of these 4 numbers seen through the window, with a small red click number above damage.
- The range value shows how far this character's attacks can reach, and is printed on the base. The number of lightning bolts next to it is the number of targets that character can shoot at the same time.
- A character begins on a starting click, but as it takes damage its combat values change as it turns to other clicks.

## FIGURE 3

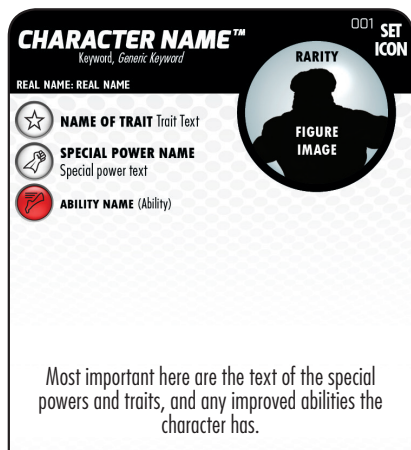


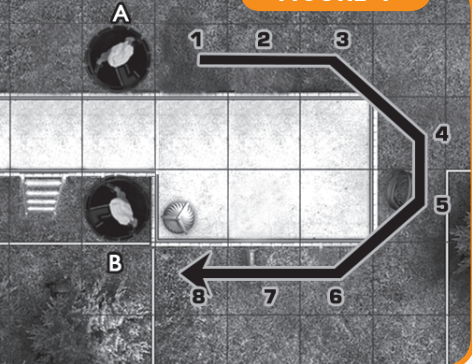
Figure 3 shows a typical character card.

## The Basics – Creating Your Force

Most HeroClix games are 300 point games (it's like a salary cap). To create your first force of characters, pick characters whose total point value when added up is 300 points or less. If these rules are part of a HeroClix starter set, you can make a 300 point force.

Some characters have multiple point values, to give more options when building a force. To play with these characters, choose the colored point value on their base you want, and begin play at the matching starting line.

## FIGURE 4



## The Basics – Setting Up Your First Game

To play, you need a HeroClix map with starting areas outlined by a purple line.

- Turn all your characters to their starting clicks, and show them to your opponent.
- You and your opponent each roll a 2d6, rerolling ties. The winner gets to choose whether to be first or second player.
- The first player chooses the map for the game. The second player then chooses a starting area (inside purple lines) and places their characters in it, and the first player does the same with the other starting area.

You're ready to begin!

## Gameplay – Actions

There are two primary things HeroClix characters can do — move or make an attack. Characters move or attack by being given costed actions.

During your turn, you can give up to three of your characters one costed action each. All characters can be given these basic costed actions:

- **MOVE:** Move (up to your speed value.)
- **CLOSE:** Make a close attack.
- **RANGE:** Make a range attack.

After a character is given a costed action, give it an action token (placed near the base of the character). If this is its second action token, also deal it 1 unavoidable damage once the action is over. Characters with two action tokens can't be given costed actions.

## Gameplay – Moving

To move your character closer to the action, give them a **MOVE** action. First, calculate their speed value. To do that, for now all you need is to look at the 1st number (speed value) showing on their dial. You can move them up to that number of squares, one square at a time, in any direction (including diagonally). Figure 4 shows a possible movement path.

The map has printed terrain, described below. The effects of terrain and other characters on movement are listed in the Basic Rules section of the PAC.

- Squares inside green lines are hindering terrain, such as bushes. They impede movement (See below).
- Squares inside brown lines (and also thick black lines along the edges called walls) are blocking terrain, such as buildings. They prevent movement.
- Squares inside red lines with a number higher than 1 are elevated terrain. The number indicates how high it is. You can only move into elevated if you go through two squares with connected red triangles.

Movement can be affected in these ways:

- If you move next to an opposing character or into hindering terrain, you have to stop moving.
- If you begin a move in hindering terrain, you halve your speed value before moving.
- If you begin a move next to an opposing character, you have to break away first. To do so, roll a d6. If you roll a 4 - 6, you can then move. Otherwise, your action is over.

## Gameplay – Attacking

When you make an attack (close or range), you roll 2d6 and add the result to the attacking character's attack value (2nd number) to calculate its attack total. If its attack total is equal or higher than the targeted character's defense value (3rd number), the attack hits and you deal the targeted character damage equal to the attacking character's damage value (4th number).

When a character takes damage, you turn (click) its dial to the right a number of times equal to the damage taken. If a click with KOs is revealed, that character is knocked out of the game!

## Gameplay – Making Close Attacks

When you make a close attack, you must choose an adjacent character to be the target. Adjacent means that they are in a square next to you, and no thick black line (wall) or red line (elevated terrain) separates you.

## Gameplay – Making Range Attacks

When you make a range attack, you get to pick your targets differently – you can choose a target that's within a number of squares equal to your range value, instead of next to you.

You must also have line of fire, which means that you can draw an imaginary line from the center of your square to the target's square without crossing blocking terrain or elevated terrain or another character.

## Gameplay – Powers

We've covered the basics - you can give actions to your characters to move or attack, and attacks deal damage that may KO a character. Now it's time to dive into the specific powers of each character. If you look at your combat values, notice that some have colored squares around the number. These are powers, and they make each character play like their comic counterpart.

Now look at your character's card. It has a bubble of the same color, with the same symbol that's on the base next to that combat value. This is a power the character can use.






Colored squares mean this is a standard power and you can look up what it does on the Powers and Abilities card. A white square means that character's card tells you what it does.

- If it has a MOVE:, CLOSE:, RANGE:, or POWER: near its beginning, it's a costed action that you can give your character instead of one of the basic actions above. Some of them may allow you to both move and attack in the same turn!
- If it has FREE: near its beginning, then you can use that power once each turn in addition to a costed action!
- If it doesn't have an action at all, it's either a passive or triggered effect. Passive effects are "always on", and triggered effects say "at the beginning of your turn" or similar and only happen then.

A character card may have extra abilities called traits next to a ☆. These are the same as your other powers but are always available since they aren't tied to any squares on your dial.

Focus on the powers you can use right now to avoid being overwhelmed and you'll learn the common powers quickly.

## Gameplay – Improved Abilities

Improved Movement and Improved Targeting are available to characters with a  on their base; their card shows either a  for movement or  for targeting. The symbols after  or  let you know what obstacles the character can avoid like hindering or elevated terrain. The back of the PAC has details on Improved abilities.

## Gameplay – Ending the Game

A HeroClix game normally ends when only one player has characters that aren't KO'd. However, if instead a preset time limit is reached, then each player counts the total points of the opposing characters they KO'd. Whoever KO'd the most points is the winner!

## What Next – Where can I find other players?

While we encourage you to teach other people who like superheroes, comic books, or games of any kind how to play, your local comic/game/hobby store may also have regular HeroClix tournaments.

Find local events for in-store play at the WizKids Info Network (WIN): <http://wizkids.com/eventlocator>

To find HeroClix retailers near you, visit:

<http://wizkids.com/storelocator>

## What Next – Where can I find the complete rules?

While these Quick Start rules are accurate, they are not complete. You may have questions that are not answered here. If these rules are part of a HeroClix starter set, the HeroClix Core Rules are also included. They are also found online at [heroclix.com/rules](http://heroclix.com/rules), along with the PAC.

## Advanced – Objects

Once you have mastered the basic gameplay, the last basic element to add to your game is objects. Objects come in two types:

- Light Objects have a yellow ring and represent items that a normal person might lift
- Heavy objects have a red ring and represent items that only a superhumanly strong person could lift


If these rules are part of a HeroClix starter set, you will have yellow and red object tokens. If not, you can use any small items as objects, though be sure to indicate if they are light or heavy.

When building your force, you can add up to 3 objects (in any combination of light and heavy) to your force.

When beginning a game, after placing characters, the first player places their 3 objects in squares outside of starting areas, then the second player does the same.

## Advanced – Gameplay with Objects

When moving, you can pick up one object whose square you moved through or next to if you're not already holding one.

Light objects can be picked up by any character. Heavy objects can only be picked up by characters with the Super Strength  power.

If you're holding a light object and make a close attack, you may destroy the object to modify your damage by +1. If it's a heavy object, instead you modify the damage by +2!

If you're holding a light object, you can throw it. Make a range attack targeting a character within 6 squares and line of fire. If you hit, deal 2 damage. If it's a heavy object, instead you deal 3 damage!

Heavy objects also act like hindering terrain when making a range attack. Anyone hiding behind them (or in a square with them) modifies their defense by +1 when attacked at range, if that line of fire crosses a heavy object.



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