

# HeroClix Skirmish Format Rules

Skirmish is a Random Starting Position variant of HeroClix where two to four players compete in a fast-paced melee that gets right to the action. It uses the standard HeroClix rules, except where listed here.

## **Format**

- 200 Point Build Total – or – 300 Point Build Total
- 3 Character Minimum, Maximum Character Point Value is equal to half the point build total
- Modern Age Constructed
- No Special Terrain on Starting Force or Sideline\*

## *Additional Rules for 3 or 4-player games*

- 5 Character Maximum
- Only 1 Multi-base Character per Starting Force (Peanut, 2x2, etc)

\*game elements that become special terrain during the game are allowed.

## **Game Setup – Determining Starting Areas**

Skirmish is played on a 16x16 square map with numerically marked starting squares. To determine starting areas, each player rolls 2d10 (the first die represents the tens' digit and 1 representing the ones' digit) for each character on their force, rerolling duplicates. For each rolled number, place a starting marker in the corresponding square. Squares containing starting markers are considered starting areas for game effects but are removed at the beginning of the game (and those squares are no longer considered starting areas). Purple-border areas are not starting squares for any game effect. Squares with starting markers are clear squares until that starting character no longer occupies it.

If a character would be placed in a starting area (by an effect that specifies "starting area"), that player rolls 2d10 to determine its placement. Generated characters are placed normally.

## **Game Setup – Placing Game Elements**

Starting with the first player, each player places their objects on the map in squares without a starting marker. Special objects may not be placed in or adjacent to a starting area (but may be placed within 2 squares of them). Once all objects are placed, each player (starting with the first player) removes a starting marker and places one of their characters in that square. When the last player in turn order places a character, reverse the turn order and repeat (“Snake Drafting”), continuing this until all characters are placed. After all characters are placed, one character per force (starting with the first player) may have a friendly object on the map equipped to them.

Multi-base characters can't cover other starting markers already on the map. You place additional starting markers under the other squares their base covers. If you can't place a Multi-Base character, the previous opponent in turn order places it as close as possible to a starting marker.

## **Determining Victory Points**

- If you are the active player, score 1 Victory point for each click of damage taken by an opposing character.
- If you are the active player, score 1 Victory point for each opposing Bystander that's KO'd.
- If you are the active player, score 1 Victory point for each opposing object or additional game element with a point value of 1+ that's KO'd or otherwise removed from the game.

## **Victory Conditions For Skirmish Games**

- The first player to score 15 Victory points in a 2-player game, or 20 Victory Points in a 3 or 4-player game wins immediately.
- If only one player has a character on their force (other than a 0-point bystander), that player wins immediately. This is true even if another player has scored more points.
- If playing with a time limit, games should be timed for 30 minutes. At the end of 30 minutes if the two conditions above haven't been met, the player that scored the most Victory Points wins the game.

## Structure Of A Turn

During a Skirmish each player shares a collective turn, but each turn is broken down into a series of rounds where only one player is active.

**1. Beginning of Turn:** Beginning of Turn effects for each player occur during that player's first round within the turn, before any actions (that aren't "at no cost") are given.

**2. Action Phase:** Beginning with the first player and proceeding clockwise, each player gets a round consisting of one Costed action and one FREE action, given in either order. Each player gets one round for every 100 points of the build total (plus possibly bonus rounds – see below). After each player has taken their rounds, the current turn ends. Players are not required to use their actions (but they can't be "saved" for later).

**Bonus Rounds:** After each player's normal rounds have finished, if a player's action total for the turn was higher than the default, that player may take a bonus round. It functions as a normal round, but only players who meet that criteria may take them. If a player's action total was 2 higher than the default, there's another bonus round for players who meet that criteria, etc.

Autonomous does not affect this. (It's not useful in Skirmish.)

**3. End of Turn:** After all players have taken all their rounds, each player resolves their End of Turn triggers in clockwise order starting with the first player.

**4. Clear Phase:** Once all End of Turn triggers are resolved, all characters that did not receive an action token this turn clear simultaneously. Effects with durations that end before the next player's turn expire now, and the first player begins the series of rounds that comprise the next turn.

## Golden and Silver Rules

The default Rule of First Turn Immunity is replaced by the following:

### The Rule of the First Round

Each player has some limitations applied to their first round:

- Characters can't be given FREE actions during their first round.
- When a character attacks during their first round, after resolutions give that character an action token.
- Once during an opponent's first round, when a friendly character would take damage, you may reduce penetrating damage and reduce the damage taken by 2 in addition to any other reducers.
- Pulse Wave can't be activated during a player's first round.

## **Standard Powers**

Stealth is modified to say "When it's not your round" instead of "When it's not your turn."

Probability Control is not modified, so each character with that power may only use it once per turn in total.

## **Banned Figures**

The following figures can't be included in your starting force or sideline for a Skirmish.

Marvel HeroClix Promo: MP18-005 Lockjaw

DC Comics HeroClix Rebirth: 067 The Batman Who Laughs

X-Men the Animated Series: The Dark Phoenix Saga 048 Jason Wyngarde

Earth X s004 Octopus Arms Special Object

Avengers Black Panther and the Illuminati 071 Captain America

## **Restricted Figures**

The following figures are limited to one per force, similar to Uniques

TMNT: Unplugged Fast Forces B006 Mud Man

X-Men the Animated Series: The Dark Phoenix Saga 047 Jean Grey

Wolverine vs. Cyclops: X-Men Regeneration 001 and 001.01 Wolverine

WizKids DP19-002 Lobo