



## POWERS AND ABILITIES

### SPEED

- FLURRY** CLOSE: Make up to two close attacks.
- FLYING LEAP** POWER: . Move up to 3 squares, then make a close attack, modifying attack +1. If this character started adjacent to 2+ Ropes, also modify damage +1.
- CHARGE** Can't be knocked back. POWER: Halve speed. Move, then CLOSE: at no cost.
- SLINGSHOT** KNOCKBACK, but you may choose the direction and can knock back characters that can use Charge or Combat Reflexes. // FREE: Make a close attack targeting an adjacent character that this character knocked back this turn.
- SIDESTEP** FREE: Move up to 2 squares.
- LIGHTNING SPEED** POWER: . Move up to 3 squares, then make a close attack, then move up to 2 squares.
- NIMBLE** , BREAKAWAY +2. FREE: Move up to 1 square.

## ATTACK

- QUAKE** CLOSE: KNOCKBACK. Make a close attack targeting all adjacent opposing characters. If more than one character is targeted, each hit character is dealt 2 damage instead of normal damage.
- REVERSAL** Adjacent opposing characters have BREAKAWAY -2. // FREE: If this character has been given no actions or only a MOVE action this turn, make a close attack targeting a character that missed this character or failed to break away from this character since your last turn.
- SLAM** CLOSE: Make a close attack. After resolutions, choose one: Give a hit character an action token -or- Place a hit character in a square adjacent to this character.
- STUN** When this character hits 1+ characters, a hit character modifies attack and damage -1 until your next turn.
- SUBMISSION HOLD** FREE: If this character hasn't moved or been placed this turn, deal 1 damage to target adjacent opposing character. Both characters gain Immobile until your next turn.

## BASIC RULES

- A finalized attack roll of is a critical hit. All targets become hit and this character increases the damage dealt by 1 to each hit target.
- A finalized attack roll of is a critical miss. All targets become missed and immediately after resolutions, this character is dealt 1 unavoidable damage.
- Ropes: Once per knock back, when a character would be knocked back into a Rope, the active player may choose that instead their knock back path continues in the opposite direction back along that same path. Characters are adjacent to Ropes only along the edges of their square, not diagonally.

### MOVING

- This character may move through friendly characters, but can't draw lines of fire through them.
- Before moving, this character must break away if they are adjacent to an opposing character by rolling - .
- If this character moves next to an opposing character they didn't break away from or into hindering terrain, they have to stop moving.
- If this character begins a move in hindering terrain, they halve their speed value before moving.

## DEFENSE

- SUPER SENSES** When this character would be hit, you may roll a d6. - : Evade.
- TOUGHNESS** Reduce damage taken by 1.
- COMBAT REFLEXES** Can't be knocked back. Modify defense +2 against close attacks.
- REGENERATION** POWER: Roll a d6. Heal a number of clicks equal to half the result (rounded up).
- INVULNERABILITY** Reduce damage taken by 2.

## DAMAGE

- EXPLOIT WEAKNESS** CLOSE: Make a close attack. Damage dealt by this attack is penetrating.
- PROBABILITY CONTROL** 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.
- CLOSE COMBAT EXPERT** POWER: Choose one: Modify attack +2, damage +2, or both +1. Make a close attack.
- EMPOWER** Adjacent friendly characters modify damage +1 while making a close attack.
- PERPLEX** FREE: Minimum range value 6. Choose a target character within range and line of fire. Modify one of that character's combat values +1 or -1 until your next turn.
- OUTWIT** FREE: Minimum range value 6. Target an opposing character within range and line of fire and choose either a standard power, or a special power printed on the target's card. The target can't use the chosen power 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.

### INHERENT ABILITIES

Basic MOVE action	MOVE: Move (up to this character's speed value).
Basic CLOSE action	CLOSE: Make a close attack.
CLOSE Destroy Action	CLOSE: If this character's damage value is 3 or more, destroy an adjacent piece of blocking terrain or KO an object in this square or an adjacent square. (This isn't an attack.)
Object Pick Up	Once per move, this character may either pick up one light object or put down one held object in a square it moves through or adjacent to.
CLOSE Object Action	CLOSE: If this character is holding an object, make a close attack and modify damage +1. Immediately after the attack resolves, KO the object.
RANGE Object Action	RANGE: Minimum range value 6. If this character is holding an object, make a range attack targeting a single character that deals 2 damage instead of normal damage. Immediately after the attack resolves, KO the object.

### IMPROVED ABILITIES

SYMBOL



	This character does not stop moving when moving into hindering terrain and does not halve its speed value when beginning movement from hindering terrain.
	This character can move through squares adjacent to or occupied by opposing characters without stopping, and automatically breaks away.

### MAP TERRAIN

Hindering Terrain	Starting Area
Blocking Terrain	Wall
Indoor Area	Obscuring
Special Rules (see map)	

### KEYPHRASE ABILITIES

KEYPHRASE	DESCRIPTION
Action Total +/- X	Increase (+) or decrease (-) the specified action total by X.
BREAKAWAY +/- X	Increase (+) or decrease (-) the result of the specified character's roll to break away by X.
Evade	The attack misses this character instead of hitting it.
Giant Reach: 2	When this character makes a close attack, instead of choosing an adjacent character (or characters, if able) for target(s), you may target character(s) within 2 squares and line of fire.
Immobile	This character or object can't be moved or placed. If this is an object, it can't be picked up (or held).
KNOCKBACK	When one or more opposing characters takes damage from this character's attack, you may choose to knock back all hit characters an amount equal to their damage clicked.
[MAX X]	There can't be more than X of this generated game element on the map at one time. (Only counts those generated by the same character.)
STOP	When this click is revealed due to damage taken from an opponent's attack, stop turning the dial.

### WWE ABILITIES

Bounce	This character treats printed hindering and printed blocking terrain as Ropes. (You can bounce enemies off them and fully use Flying Leap if adjacent to 2+ of them.)
Pin	FREE: Choose an adjacent opposing character that's on a blue click # and that this character hit with their Signature Move this turn. You both roll a d6, and if your result is higher, deal that character 1 penetrating damage and repeat this process. If your opponent rolls a 6 (Kick Out), that character heals 1 click.
WWE Team Ability	Bounce, Pin.

## MULTIVERSE GAMES

If any player in a game has a character on their starting force or Sideline (or another game element that costs points) that isn't WWE then the game is a multiverse game, and the following applies.

- Any PAC used by such a character or game element is considered available for the entire game. For example, if you are asked to choose a standard power, you may choose from any available PAC, including those used only by opposing characters.
- Rules altered in WWE-only games revert to their default versions. WWE characters may now have their Willpower (as part of ) chosen by Outwit and take pushing damage. , STOP, and Giant Reach become their default versions. Other altered rules from the Core rulebook revert as well.
- The WWE team ability gains additional abilities in multiverse games.

### WWE ABILITIES

WWE Rules	This character can't be the target of range attacks or Outwit if: they're on click #1, they're on a click with a blue click #, -or- they've already been targeted by a range attack this turn. Protected: Pulse Wave.
Grand Entrance	During your first turn, if this character is in your starting area, they have "FREE: Move".
WWE Team Ability	Bounce, Pin, WWE Rules, Grand Entrance. Uncopyable.

**WIZKIDS**  
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