Compiled and Annotated Rulebook

Version 2002-12-01c

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Includes:

- All Rulebooks current as of 2002-12-01 (Marvel Infinity Challenge, Clobbering Time, and Sentinel, and DC),
- Published Corrections (2002-07-23 and 2002-09-20),
- FAQ (2002-11-05),
- Scenarios (2002-11-26)
- Official rules clarifications not yet published in the FAQ (2002-09-28).

How to use this document

Text between brackets represents corrections, notes, or differences between the different rulebooks. These colors are used:

[Text in black]	Typographic errors, proofreading
[Text in blue]	Text from Marvels' rulebooks - Marvel Infinity Challenge, Clobbering Time and Sentinel
[Text in green]	Text from DC's rulebook
[Text in orange]	Text from the official FAQ
[Text in pink]	Official ruling / rules clarifications not yet published in the FAQ

The last column generally represents notes from the FAQ (in orange) or the official rulings made by Official HeroClix Rules Arbitrators (in pink).

Disclaimer

This document was created for ease of reference for other **HeroClix** players and Judges. Please note that whilst this document itself is not official, the content of this document is considered official and is to be enforced in tournament play (as outlined in the official tournament documents).

Any ruling (in pink) made by the Official Rules Arbitrator on a WizKids Games **HeroClix** forum is an official ruling. The ruling is only tournament legal when the FAQ is published on the WizKids' website.

Who's who (official ruling)

- Steenbock: patdolan67@insightbb.com, Judge Steenbock, Former Official **HC** Rules Arbitrator
- Magister: magisteri@attbi.com, James Carrott, Former Official **HC** Rules Arbitrator
- Chapeau: Current Official **HC** Rules Arbitrator

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Please note that whilst this document itself is not official, the contents of this document are considered official and are to be enforced in tournament play (as outlined in the official tournament documents). This means that the document by itself is not yet Tournament legal if not accompanied by the original documents.

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Rulebooks

Welcome to Infinity Challenge / Clobbering Time!

Welcome to Hypertime!

HeroClix: Marvel Infinity Challenge is a fast-playing game of tabletop combat using collectable miniatures of Marvel personalities. Each miniature is called a character, or figure.

DC HeroClix: Hypertime is a fast-playing game of tabletop combat using collectable miniatures of DC comics personalities. Each miniature is called a figure. The figure, base, and combat dial together make a character.

When you and your friends get together for a **HeroClix** game, you each build a force from your own collection of characters. You can build a force hundreds of different ways, using characters from a single team or mixing characters from several teams together. In this temporal crisis, no one can predict who might join together at any given moment to clash in battle on the streets.

HeroClix can be played by any number of players, but it plays best with 2 to 4 players.

Check your Gear!

The **HeroClix** starter set includes everything you need to play. In addition to your characters and this rules booklet, you should have one 2-sided battle map, 2 six-sided dice, 6 tokens and 6 two-sided terrain markers (two Special/Broken Wall tokens, 4 Barrier/Broken Wall tokens). You may find a length of string or other straight edge, and a few coins or other small objects (to use as tokens) useful during the game.

The **HeroClix** starter set includes everything you need to play. In addition to your characters and this rules booklet, you should have one 2-sided battle map, 2 six-sided dice, 6 tokens, 1 **HeroClix** ring and 10 two-sided terrain markers (two Special/Broken Wall tokens, 4 Barrier/Broken Wall tokens and 4 Smoke Cloud/Broken Wall Tokens). You may find a length of string or other straight edge, and a few coins or other small objects (to use as tokens) useful during the game.

Each box of **HeroClix** characters also includes a strip of blank stickers. Write your initials on these and stick one under the base of each of your characters. They will help you sort out which characters are yours at the end of a battle.

Mighty Marvel Bullpen

DC Who's Who

A **HeroClix** Marvel character is made up of three main parts: the figure, the base and the combat dial.

A DC **HeroClix** character is made up of three main parts: the figure, the base and the combat dial.

THE BASE

Each character's base contains important information, shown below. Some figures look the same, but have different ranks, team designations and combat dials. Each figure's base includes a collector's number; use the Collector's List on the Powers and Abilities Card [Super Powers/Team Abilities Card] to track your collection.
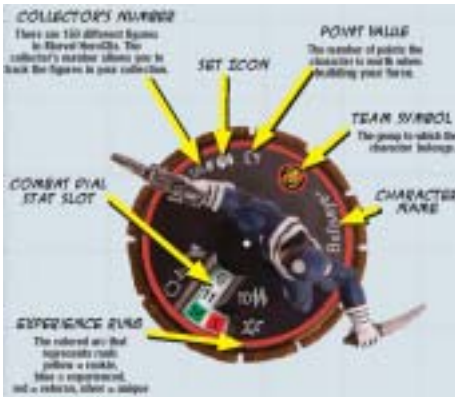
THE COMBAT DIAL

Its unique combat dial sets the **HeroClix** system apart from other miniatures games. The combat dial is the rotating disk found under each figure's base. Each character's combat dial shows sets of numbers that tell you how well your character does certain things.

The Combat Dial is what separates Marvel **HeroClix**: Infinity Challenge from all other miniatures games. The Combat Dial is part of a base attached to each Marvel **HeroClix**: Infinity Challenge figure, it contains all of the figure's **speed/move**, **attack**, **defense**, **range**, and **damage** statistics. The figure's statistics change with every roll of the dice but you'll never look at a rule book again. All the statistics you need are located on the figure itself, and in an easy to use Special Abilities Card.

Each time your character takes a click of damage during the game, you click the combat dial clockwise to the next set of numbers. Each time your character takes damage, his combat dial numbers change, often reducing his effectiveness. When your character takes a click of healing during the game, click his combat dial counter-clockwise.

COMBAT VALUES

Each character has five combat values. Four of these values can change during the game: speed, attack, defense and damage. They are on the combat dial, and can be seen through the stat slot. The fifth value is range, which never changes and is printed on the base. Each value appears next to its symbol.

SPEED/MOVE: The number next to the boot or wing symbol is a character's movement/speed number. This is the number of squares the character can move when they are given a movement action.

ATTACK: The fist icon is attack. This number is added to the roll of 2 dice to determine if an attack hits.

DEFENSE: The shield is defense. It represents how hard it is to hurt the character. An attack must be equal to or higher than this number to hurt the character.

DAMAGE: The blast icon is damage. This is the number of clicks of damage you do to a target when you hit with any type of attack.

RANGE: The lightning bolt or bolts are range. This is the number of squares you can shoot. If the value is zero, you have to be next to a target to hit them. If there are two or more lightning bolts, you can hit that many targets with a single attack.

FLYING FIGURES

Some **HeroClix** figures have a wing symbol in place of the boot to indicate speed. These figures are considered to be flying. Flying figures follow all of the normal rules for **HeroClix** figures, except where noted in the rules. Flying figures have two different levels of flight—hovering and soaring, indicated by moving the flight indicator on the clear center post.

Flight Indicator

Flight Indicator

AQUATIC FIGURES

Some **HeroClix** figures have a dolphin symbol in place of the boot to indicate speed. These figures can swim. Swimming figures follow all of the normal rules for **HeroClix** figures, except where noted in the rules.

IT'S CLOBBERIN' TIME! | TO THE BATCAVE!

BUILD YOUR FORCE

Before you play a DC [Marvel] **HeroClix** game, each player must build a force. When each player has chosen a force, together the players prepare for battle.

Everyone in the game should agree on the build total that all players will use to assemble their force. Build totals are set in 100 point increments. When you are learning the game, start with a build total of 100 points. When you feel you understand the rules, begin using build totals of 200, 300 or more points. This allows you to develop more complex strategies.

Choose characters for your force whose point values add up to your build total. You can choose characters whose point values add up to less than the build total, but not more.

Figures with "Promotional" on the base are not permitted in sanctioned play.

Use of proxy figures is not permitted in sanctioned play.

A force can consist of two or more of the same character. The only exception is that only one Unique of any given character can be chosen for a force. A Unique figure can be teamed-up with non-unique figures with the same name. Two players may have the same figures in their force including Uniques. A Unique figure has a silver [or gold] experience ring.

Strategy Tip: One way to build your force is to start with a theme. For example, you can create a force that can stand off opponents with ranged attacks, control minds, or inflict massive damage by throwing objects. However, it doesn't pay to make your force too specialized. For each building strategy, there is a counter-strategy, so it's important to make your force diverse enough to handle a variety of threats.

Jeff is creating a force with a build total of 100 points.

Jeff takes the Rookie version of Kingpin (24 points) for his melee and leadership ability. Next, he chooses the Rookie Bullseye (26 points), because Bullseye has good ranged attacks. Jeff also selects the Rookie Constrictor (37 points) for his ability to tie down opponents. Finally, Jeff takes a Rookie Hydra Medic (12 points) to give his force healing ability.

Jeff adds up the point values of his characters. The total is 99 points (24 + 26 + 37 + 12). Jeff's characters add up to less than the build total of 100 points, which is okay. However, he could not have chosen figures whose point values exceeded 100 points.

Sharon is creating a force with a build total of 100 points. She first takes the Rookie version of Catwoman (48 points) for her Outwit ability and her close combat ability. Next, she chooses the Rookie Huntress (18 points), because she has good ranged attacks. Sharon also selects the Rookie Robin (17 points) for his ability to team-up with Huntress and create Smoke Clouds. Finally, Sharon takes an Experienced Checkmate Medic (17 points) to give her force healing ability.

Sharon adds up the point values of her characters. The total is 100 points (48+18+17+17). Sharon's characters could add up to less than the build total of 100 points. However, she could not have chosen figures whose point values exceeded 100 points.

Kelly wants to build a 200 point force. She has multiple Catwoman figures and wants to create a team. She begins with the Unique Catwoman for 85 points. She has enough points to play a second Unique Catwoman, but cannot play a second Unique Catwoman. She could play her Unique Joker, but instead she chooses to play two more Catwoman figures — both Rookie versions for an additional 96 points. She only has 19 points left to use and decides to add in a Veteran Checkmate Medic to equal 200 points.

PREPARE FOR BATTLE

Now it's time to create the battlefield.

Each player rolls 2 dice and adds them together. Re-roll ties. Whoever rolls the highest result is called the first player. The first player chooses the map that will be the site of your epic battle. The map included in the starter set gives you a choice between a small office complex [shopping] (indoors) and a service area [street corner] (outdoors).

Once the first player has chosen the map, the player to his left chooses the side of the map on which they will set up their characters. If there are more than two players, continue around the

table clockwise.

Scenarios: Scenarios offer an easy way to begin playing right away. All players must agree to use a scenario before beginning the game. Check out the five scenarios below.

PLACE OBJECTS ON MAP

The six round tokens represent objects that characters might use in their battles: a dumpster, construction materials, an engine block, a forklift, a table and a filing cabinet. Once all the players have chosen their starting areas, each player places 3 object tokens face down in a pile off to the side of the map.

The six round tokens represent objects that characters might use in their battles: a scooter, a gumball machine, a hotdog cart, a recycling bin, a café table, and a display monitor. Once all the players have chosen their starting areas, each player places 3 object tokens face down in a pile off to the side of the map.

The first player takes an object from the pile and places it face-up on the battlefield. Objects must be placed on clear terrain (see Clear Terrain) and cannot be placed in any player's starting area. The player to his left then places an object token, using the same rules as the first player. Continue in a clockwise direction until all tokens are placed on the battlefield.

ASSEMBLE YOUR FORCE

When all the objects are placed, each player turns the combat dial of each of his characters so that a green line appears to the left of the numbers in the stat slot. This green line indicates the figure's Starting Position. For flying characters, choose the starting flight mode (see Flying) and move the indicator on the flight stand up or down.

The first player then places his force in his starting area on the battlefield. Each player's starting area extends 2 squares away from his edge of the map and at least 4 squares away from any other edge.

Starting Areas noted by lighted zones.

Starting Areas noted by lighted zones.

The player to the left then places his characters. If there are more than two players, continue clockwise around the table.

If you wish to use a scenario in this game, you may do so at this time, following the directions as given below.

Each player must place three object tokens into the pool during set-up.

To use objects, when you choose a random object token during setup, you may replace it with an object of the same type (heavy or light).

Put all the tokens (3 per player) face down in a pool and mix them up. Starting with the first player, each player takes a token from the pool and places it on the map. Repeat this process until all the objects have been placed.

DANGER ROOM TACTICS | MOVEMENT AND COMBAT

In **HeroClix**, players take turns moving their characters and attacking opposing figures to win the fight. These rules describe how to move characters and engage in battle.

TURNS AND ACTIONS

HeroClix is played in a series of turns. The first player takes the first turn. The player to the left takes the next turn and so on, clockwise around the table. If a player's force is eliminated from the game, the remaining players continue taking turns in the same order.

You begin each turn with a certain number of actions. This number remains the same for the entire game. The number of actions you get depends on the build total of your force: you get 1 action for every 100 points of your force's build total. For example, a force with a build total of 100 points gives you 1 action every turn. A build total of 200 points gives you 2 actions every turn; 300 points gives you 3 actions, and so on. Your action total remains the same even when one of your characters is defeated.

During your turn, you assign actions to your characters. You can see the result of one action before choosing the next action (if you have more than one action available). No character in your force may ever be given more than one action per turn. If you have more actions than characters, you cannot use the extra actions. You cannot save or accumulate actions from turn to turn. Each action must be chosen from the following four options.

- Move one character
- Make a ranged combat attack
- Make a close combat attack
- Pass. You can give this action to a character if you do not wish to move or make an attack.

Once you have resolved all your actions during your turn, it's the next player's turn. Play proceeds with each player taking a turn and giving all available actions to his or her characters.

Bruce has five characters in his 200-point force. He gets 2 actions at the beginning of each of his turns. During one of his turns, Bruce wants to take a shot at one enemy figure and move closer to another one. Bruce gives a ranged combat action to one of his characters, and after resolving his attack, he gives a move action to a different character. Bruce has now given his 2 actions to two different characters and his turn is over. Note that he could have given two characters move actions, or two characters ranged combat or close combat actions. There is no restriction to the mix of actions that you can give to your characters on any given turn.

Whenever anything causes you to round a number in **HeroClix**, round up.

A Move Action, Ranged Combat Action, or Close Combat Action can only be used to trigger one effect that requires its use.

A pass action does not assign a token and does not count toward the total number of actions allotted for your turn.

IMPORTANT GAME CONCEPTS

The following game concepts are used in all the **HeroClix** rules.

FRIENDLY AND OPPOSING FIGURES

Friendly figures are characters that you control. Opposing figures are any characters controlled by an opponent.

Pyro [the image on has Firelord listed in the example and photo; the image actually shows Pyro] is adjacent to Whirlwind (indicated by orange). Scarlet Witch™ is not adjacent to either character (indicated by red).

Joker is adjacent to Harley Quinn (indicated by orange). Flash is not adjacent to either character (indicated by blue).

SUPER POWERS

The colored squares on each figure's combat dial are associated with specific values on the stat slot and represent your character's super powers. Super powers come and go as your character takes clicks of damage and healing. Descriptions of all super powers appear on the Super Powers/Team Ability Card [Powers and Abilities Card].

Super powers are in effect as long as they appear in the stat slot. If a super power is described as optional, it is assumed that the character is using that power unless the player controlling the character states the power is being cancelled. The owning player may cancel the effect at any time, in which case it is cancel[l]ed until the end of the current turn. At the beginning of the next turn, it is assumed to be in effect again.

> If a power is described as "optional," the controlling player can cancel the power at any time.

TEAM ABILITIES

The icon on the base of the figure indicates the figure's team association. These teams have special abilities that affect their force. Team abilities are described on the Powers and Abilities Card [Team Abilities Card]. In general, team abilities are in effect as long as one member of that team is still on the map, though some team abilities require that more than one character in your force be from the same team. Some characters or versions of characters have no team association.

> All team abilities are optional.
>
> Different team abilities work differently. The Superman Enemy [X-Men] team ability, for example, requires two Superman Enemy [X-Men] team members to work. The Justice League [Avengers] team ability, however, is available to any Justice League [Avengers] team member. There is no underlying rule that requires more than one member of a given team for team abilities to function.

ARCHENEMIES

Some characters have colored combat dials, rather than the standard black combat dial. Two characters with the same color base are archenemies.

For example, Spider-Man and Hobgoblin both have red bases: Spider-Man is the Hobgoblin's arch-enemy, and Hobgoblin is Spider-Man's arch-enemy. A character may have more than one arch-enemy.

For example, Batman and the Joker both have gray bases. Batman is the Joker's archenemy, and the Joker is Batman's archenemy. A character may have more than one archenemy.

You cannot build a force that contains archenemies.

For example, Spider-Man and Hobgoblin cannot be on the same force. However, Spider-Man and Daredevil could be on the same force, even though they both have arch-enemies.

However, Batman and Superman could be on the same force, even though they both have archenemies. Characters with the same name (two different Batmans for instance) can be on the same team. They are not archenemies.

If a character delivers the defeating blow to his archenemy (3 KOs appear in the stat slot), the character's player receives a bonus [double the victory points] at the end of the game.

[Characters with the same name (two different Spider-Mans, for example) can be on the same team. They are not arch-enemies.]

If two figures have the same name, they are _not_ Archenemies, even if they have an archenemy base.

ADJACENT SQUARES

Adjacent squares are squares on the map that are touching one center square, including squares on the diagonal. This means that most squares have eight adjacent squares.

X = Adjacent Square

X = Adjacent Square

Characters occupying adjacent squares are considered adjacent to one another. Characters on opposite sides of blocking terrain or on different elevations (see Terrain) are not considered adjacent. Soaring characters are only adjacent to other soaring characters (see Flying).

ACTION TOKENS

If you give an action (other than pass) to one of your characters, mark him with an action token. You can use any small object as an action token, such as a coin or bead. This token will remind all players which figures have taken actions during a turn. At the end of your turn, remove the tokens from your figures that did not take an action this turn.

PUSHING

If you give an action (other than pass) to the same character on two consecutive turns, that character takes 1 click of damage after he resolves his current action. This is called pushing a character. The click of damage represents the fatigue caused by taking actions back to back. You may not give any character an action (other than pass) on three consecutive turns.

If you push a character, put a second token on that character and leave both tokens until your next turn. On that turn, the two tokens will remind you that you can't give the character any action other than pass. At the end of the turn, remove both tokens.

Hulk took an action last turn and this turn. He has been pushed, and is marked with a second token. After the action is resolved, he takes 1 click of damage.
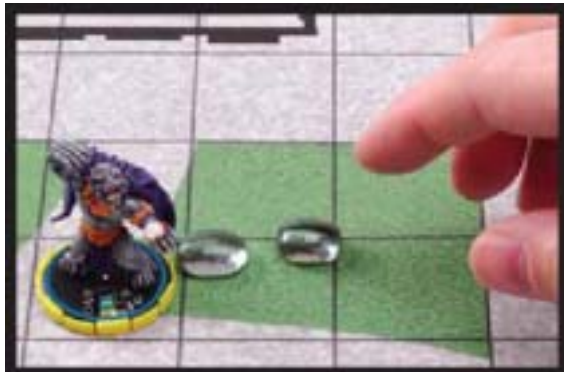
Gorilla Grodd took an action this turn and last turn. He has been pushed, and is marked with a second token. After the action is resolved, he takes 1 click of damage.

MOVEMENT

Your character's current speed value is shown on its combat dial. This is the maximum number of squares you may move your character when you give it a move action. A character can move on a diagonal.

When measuring distance for movement and ranged combat, simply count the squares on the map in any direction. For example, a character with a speed of 10 can move 10 squares in any directon.
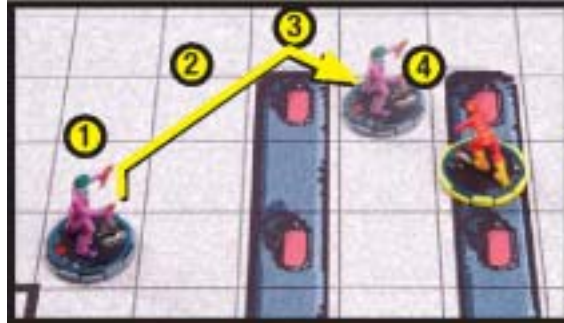
When measuring distance for movement and ranged combat, simply count the squares on the map in any direction. For example, a character with a speed of 10 can move 10 squares in any direction.

A character can move through a square occupied by a friendly figure, but cannot move through a square occupied by an opposing figure. Characters must end their move if they enter a square adjacent to an opposing figure. [Characters cannot end their movement in a square occupied by another figure.] If a character moves or is moved in such a way that it will end its movement in the same square as another figure, the character must end its move before entering the occupied square.

BREAKING AWAY

If you give a move action to a character occupying a square adjacent to one or more opposing figures on the same elevation level, that character must attempt to break away. Roll 1 six-sided die. On a result of 1, 2 or 3, the character fails to break away and may not move. On a result of 4, 5 or 6, you have succeeded in breaking away from all opposing figures adjacent to your moving character and your character may move.

A break away roll is required only when physically moving a figure adjacent to an opposing figure into a different square.

Figures with Leap/Climb and Phasing do not have to roll for break away, they can always break away.

Failure to break away is considered a move action, and ends that unit's action.

Hovering figures do need to break away—they interact with non-flying characters as if they were on the ground.

Do not roll for breakaway unless you are actually attempting to move the figure.

Sabretooth successfully breaks away from Wolverine and can move in any direction.
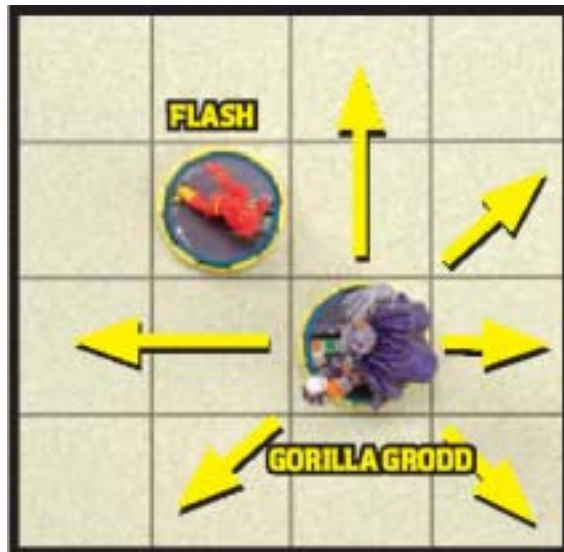
Gorilla Grodd successfully breaks away from Flash and can move in any direction.

Only one successful breakaway roll is required to move away from all adjacent opposing characters. Once a character has successfully broken away, you may move that character through squares adjacent to every opposing figure from which it broke away. However, if your character enters squares adjacent to any new opposing figures, it must end its move.

FLYING

Flying characters have two flight modes: hovering and soaring.
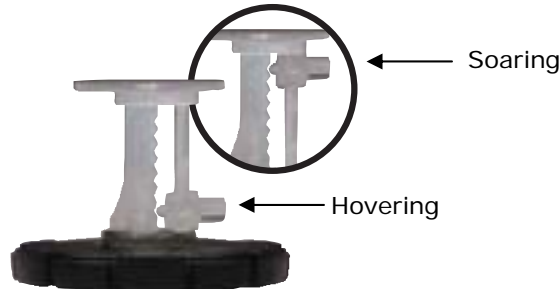
A flying character can change flight modes when moving. Changing flight modes adds 1 square to the movement cost. Count this cost when you move the flight indicator.

Strategy Tip: Remember to reserve 1 speed point to change flight modes at the end of your character's turn if you wish.

A flying character occupies the square over which he is flying. No other figure can occupy the same square as a flying character.

Hovering: A hovering character is floating near the ground and interacts with non-flying characters as if he were on the ground. To show that a character is hovering, move the flight indicator to the bottom of the flight stand.

As such, a hovering character must (just like a grounded character) stop when it moves into a square adjacent to an opposing figure. If a hovering character begins its move adjacent to an opposing figure and makes a successful break away roll, it can move through that opposing character.

The Police team ability is included under this rule.

The S.H.I.E.L.D. and Hydra team abilities and the Enhancement power are included under this rule.

A hovering character may move through opposing characters and blocking terrain. A hovering character's movement is not affected by hindering terrain. Hovering characters may change elevation and even hover on top of elevated terrain. For purposes of breaking away and close combat, consider a hovering character to be at the level of the elevation the figure base is on.

If a flier is hovering adjacent to an opposing figure, they must successfully break away before they can pick up friendly figures or soar. Carried figures, however, do not need to break away because being carried does not require a move action.

Hovering figures must roll to breakaway before they can move. Only while moving can a figure change from Hovering to Soaring, so if the breakaway roll fails, they cannot Soar.

Hovering is the only flight mode characters may use indoors.

Hovering and characters on the ground do not have to make a breakaway roll when adjacent to a soaring character.

Soaring: A soaring character is flying high above the battlefield. To show that a character is soaring, move the flight indicator to the top of the flight base.

Soaring characters may move [freely] over all types of terrain, objects and figures.

Soaring characters can only affect other soaring characters. Soaring characters can be attacked by hovering or ground-based characters ~~who~~ [that] possess a ranged attack.

Ground-based and hovering characters can shoot up at a soaring figure, but not vice versa.

Soaring figures can only attack other soaring figures.

A grounded character blocks line of fire between 2 soaring characters. (Magister, July 21, 2002)

Soaring characters only have to break away from other soaring characters. (See below for more on soaring and hovering attacks.)

Soaring characters can only be adjacent to other soaring characters. This means that a soaring character cannot pick up an object or character [and can only use Telekinesis on another soaring character].

A soaring character can make a ranged combat attack against an adjacent soaring character.

Carrying Other Figures: Flying characters may carry other friendly characters. There is no cost for picking up a figure, though a flying character must be in hover mode in order to pick up a figure.

A flier with the Phasing power can phase and carry a friendly figure at the same time.

If a flying figure begins its turn adjacent to an opposing figure, it must break away before carrying a friendly figure.

To be carried, a friendly character must be adjacent to the flying character at the beginning of the flying character's move. During the move action, count the flier's movement squares as normal, including flight mode changes. At the end of the move, the flying character must be in hover mode, and must place the carried character in an adjacent open square. Flying figures can carry other flight-capable figures.

A flying figure that is carrying a friendly figure must begin and end its move in hovering mode with the carried figure in an adjacent square. Figures at different terrain elevations are not adjacent. During this movement, the flyer does not have to go to soaring mode.

An "open square" for this purpose is any unoccupied square that the carried character could legally occupy.

A carrying character cannot carry a figure who is either carrying someone else or holding an object. The flying character receives an action token, but the carried character does not. The carried character may still be assigned any type of action after being set down.

A flying figure with Super Strength can carry an object and a character at the same time.

A flying figure can only carry one friendly figure at a time. {For example}, Wasp could shift one of the friendlies behind her with one action, but that's all she could do that turn. (Magister, July 21, 2002)

You can't attack while carrying a passenger. (Chapeau, September 25, 2002)

COMBAT

Characters can take two kinds of combat actions: ranged combat and close combat. Both types of combat actions are described below.

OVERVIEW

The following rules apply to both ranged and close combat actions. These rules use some terms that are explained in the Ranged Combat and Close Combat sections.

THE ATTACK ROLL

To determine the success or failure of an attack, the attacking player makes an attack roll. Roll 2 six-sided dice and add the result to the attacker's attack value. Compare the attack roll to the defense value of the target. If the result is equal to or higher than the defense value, the attack succeeds. Certain super powers or game modifiers may alter attack values.

DAMAGE

When your character makes a successful attack, look at your character's damage value. That number equals the number of clicks of damage inflicted on the target. Your opponent must click the target figure's dial clockwise that many times. Super powers and game modifiers can change the number of clicks of damage a target actually takes.

Damage from a single attack is dealt all at once, no matter how many targets are being hit, no matter if "splash" damage is being carried back and forth between figures, etc.

TARGETING FRIENDLY FIGURES

You cannot target a friendly figure with a damaging attack. Additionally, a character may never target himself with any attack or super power—damaging or healing.

DEFEATING CHARACTERS

As soon as three KOs appear in the stat slot, your character is defeated. Take him off the map—he is knocked out and no longer part of the game!

ROLLING 2 AND 12

If you give a ranged or close combat action to a character and [your attack] roll a "2," you automatically miss the target even if your attack roll result is high enough to hit the target. This is called a critical miss. Your character must immediately take 1 click of damage, which represents a weapon backfire or your character straining or wounding himself during the action.

If your attack roll dice result is a "12," you have automatically hit the target. This is called a critical hit. If you were trying to damage the target, then the critical hit delivers 1 extra click of damage. If your attack is against multiple ranged-combat targets, this extra click of damage will affect all targets hit, for a total of 2 clicks of damage to each target.

Support [Super] **Power:** If you roll a 12 while using the Support power, your attempt to heal automatically succeeds. Add 1 click of healing to the die roll result.

KNOCKBACK

If a player rolls doubles on the dice in a successful attack roll, the target suffers knockback. The knockback rule represents that a character is thrown backward by the force of an attack.

The target is knocked back 1 square for each click of damage that it takes. Move the target figure away from the attacker along a straight line, even if that path is on a diagonal.

Any successful attack that rolls doubles will generate knockback. In the case of an attack that hits multiple targets, start the knockback effects with the figure furthest from the attacker (i.e. due to [Pulse Wave or] Energy Explosion.)

If a ranged attack causes knockback along a line that is not straight vertical, horizontal or diagonal (IE: The attacker didn't attack from a straight vertical, horizontal or diagonal direction), the

Mike rolled double 5s on a successful attack roll. Using the Blades super power, Wolverine inflicts 4 clicks of damage to the Hulk. The Hulk is knocked back four squares, but slams into the wall and takes

Mike rolled double 5s on a successful attack roll. Superman inflicts 4 clicks of damage to Doomsday.

| 1 more click of damage. | Doomsday is knocked back two squares, but slams into the wall and takes 1 more click of damage. | attacker can choose what direction to knockback the target, so long as the line is basically straight |

If the knockback path crosses blocking terrain, the character stops before entering the square containing the blocking terrain and takes 1 additional click of damage for slamming into the blocking terrain.

Treat all map edges as indestructible walls. Figures who suffer knockback that would take them "off" the map, hit this wall and suffer 1 point of damage. This damage can only be applied from an attack that causes Knockback damage, and pushes the affected figure into the map edge.

Knockback is not optional.

When a figure is knocked back, they stop before they enter any square that has a wall or figure in it. If they stop before entering a square with a wall, they take 1 click of damage. If they stop before entering a square with another figure, nothing happens.

If a character is knocked off of elevated terrain, he lands on the ground in an adjacent square and takes 2 clicks of damage from falling.

If a figure is knocked off elevated terrain, they are placed in the first space outside the elevated terrain that their path reaches; taking two clicks of damage. Hovering or Soaring characters only take knockback damage if their knockback path intersects blocking terrain or the map edge.

Super powers that reduce damage (such as Toughness, Invulnerability [or Impervious]) reduce knockback damage.

Since Toughness and Invulnerability reduce the damage a character takes, they also reduce the number of squares that figure would be knocked back. Since any damage that might occur from the knockback (i.e. hitting a wall or falling off a building) is considered a part of the same attack, the Toughness and Invulnerability modifiers do not apply a second time. (Magister, July 16, 2002)

If the knockback path intersects with another figure, place the character in the last available [unoccupied] square of its knockback path.

If a figure is knocked back off elevated terrain, and there is a figure in the space they would land in, they do not leave the elevated terrain. Instead, they stop before entering the space with the figure and take 1 click of damage, as though they hit a wall. Such a figure is understood to have seen the character below and clung madly to the edge to avoid falling on them.

HEALING AND OTHER REPAIRING ABILITIES

Using super powers such as Support, Regeneration and Steal Energy, characters can heal clicks on a combat dial. When healing, click the combat dial counter-clockwise, but stop applying clicks of healing once you reach the character's starting position.

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RANGED COMBAT

Ranged combat represents everything from thrown bombs, power rings [boomerangs, web shooters] and machine guns to energy blasts and mind attacks. A character given a ranged combat action is called the attacker.

Every character has a range value printed on its base. This the maximum number of squares that a character's ranged attack can reach. If the range value is greater than 0 and your character is not in base contact with an opposing figure, then you may give your character a ranged combat action. A character can attack in any direction, regardless of the direction he is facing.

Before making a ranged combat attack, you must determine if the attacker has a clear line of fire to the target and if the target is within range.

Boomerang has clear line of fire (yellow line) and is within range of Spider-Man (orange squares). The building blocks Boomerang's line of fire to Wolverine.
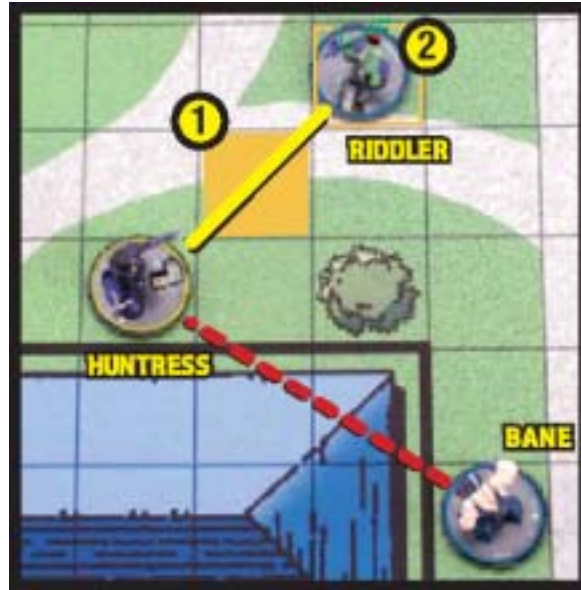
Huntress has clear line of fire (yellow line) and is within range of Riddler (orange squares). The building blocks Huntress's line of fire (red line) to Bane.

To determine if there is a clear line of fire, use any straight edge or draw an imaginary line from the center of the attacker's square to the center of the target's square. Line of fire is blocked and the attack cannot be made if the imaginary line passes through a square that contains a figure other than the attacker or the target, or if the line of fire crosses blocking terrain.

Except where otherwise specified in the printed rules (i[.]e. Sentinels and the rules for elevated attackers), a square that is occupied by a figure always blocks line of fire.

For the purposes of LOF hovering characters should be considered grounded. Hovering characters do not block LOF from an elevated attacker.

A line of fire that passes through the EXACT diagonal between two squares occupied by figures is not considered blocked by those figures.

A line of fire that passes through the diagonal between two squares of hindering terrain is considered to be passing through hindering terrain.

A line of fire that passes through the diagonal between two squares of blocking terrain is considered blocked.

Line of Fire is clear if it doesn't cross blocking terrain or a

square that is occupied by a figure.

Ranged attacks between two soaring characters are not affected by grounded blocking terrain.

If the attacker has a clear line of fire, then count the shortest route to the target in squares using the imaginary line as a guide. Do not count the square the attacker is standing in [for purposes] of determining range.

You can check the map for your character's range and line of fire before declaring your character's action for that turn.

You may use a ranged combat action to target an opposing figure that is adjacent to a friendly figure.

Hobgoblin can attack Spider-Man, even though Spider-Man is adjacent to the Kingpin, who is a friendly figure to Hobgoblin.

Superman can attack Bane, even though Batman, who is a friendly figure to Superman, is adjacent to Bane.

Hovering: Hovering characters can attack or be attacked using ranged combat, even if the hovering character occupies a square adjacent to the attacker.

A Hovering figure that is adjacent to an opposing figure may make a ranged combat attack, but only against the adjacent figure.

Hovering figures may always perform Ranged Combat actions against adjacent figures. Grounded figures may perform Ranged Combat Actions against adjacent hovering figures, but only if they are NOT ALSO adjacent to any opposing grounded figures.

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Soaring: A hovering or ground-based figure can make a ranged attack against a soaring figure. Reduce the attacker's range by half, and blocking terrain will block the attack. Soaring figures can be targeted using ranged attack super powers such as [Perplex,] Probability Control and Outwit.

Even though Hobgoblin is soaring, Spider-Man is close enough to make a ranged attack (Spider-Man's range of 4 ÷ by 2 = 2). He could also attack Boomerang.
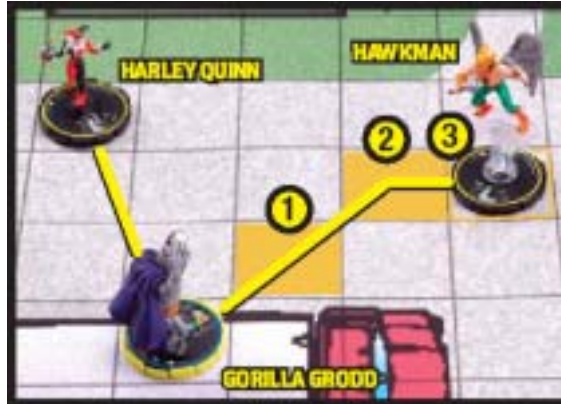
Even though Hawkman is soaring, Gorilla Grodd is close enough to make a ranged attack. He could also attack Harley Quinn.

MULTIPLE RANGED COMBAT TARGETS

Your character might be able to affect two or more targets with a single ranged combat action. However, a character may never target the same figure more than once during a ranged combat action.

All figures show 1, 2, or 3 lightning bolt symbols beside their range value. The number of lightning bolts is the maximum number of different targets your character may attack with a single ranged combat action. If a character fires at more than one target, you must draw a clear line of fire to each target.

Strategy Tip: Certain powers, such as [Energy] Explosion, also allow ranged combat to be resolved against multiple characters, but you'll only have to draw a line of fire to the main target of the attack.

Whenever a ranged combat action is used to affect more than a single target, the damage value of the attack is reduced to 1, even if the attacker has a higher damage value or super powers that would increase the damage value. Certain game effects can increase this damage.

When your character is attempting to affect more than one target with a ranged combat action, you make only one attack roll. Compare the attack roll result to every target's defense value. Some targets with low defense values might be affected, while others with high defense values might not be affected.
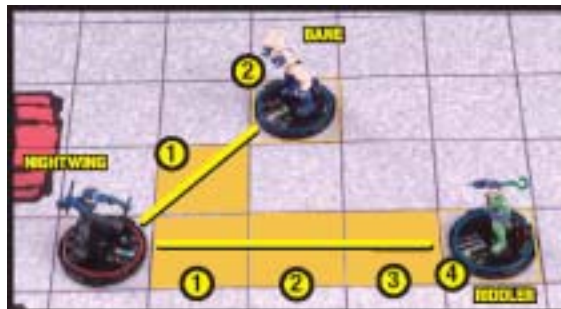
Kevin gives a ranged combat action to the Veteran version of Nightwing. Nightwing has 2 lightning bolt symbols next to his range value. Kevin chooses two opposing figures within Nightwing's range. Kevin can draw a clear line of fire to each of the two targets. Nightwing has an attack value of 10. Kevin

The 1/2 range restriction on hovering or ground-based ranged attackers targeting soaring characters does not universally apply to all range issues involving soarers.

The number of lightning bolt symbols indicates the maximum number of TARGETS your character may attack with a single ranged combat action. Your figure is not making multiple attacks, but is making a single attack against multiple targets.

Kevin gives a ranged combat action to the Experienced version of Cyclops. Cyclops has 2 lightning bolt symbols next to his range value. Kevin chooses two opposing figures within Cyclops' range. Kevin can draw a clear line of fire to each of the two targets. Cyclops has an attack value of 10. Kevin rolls 2 six-sided dice, with a result of 7. The attack roll is 17 (10 + 7 = 17). Kevin compares his 17 to the defense values of the two targets: one is the Veteran version of Boomerang with defense 18, and the other is the Experienced version of Blizzard with defense 15. Cyclops misses Boomerang, but hits Blizzard for 1 click of damage.

rolls 2 six-sided dice, with a result of 5. The attack roll is 15 (10 + 5 = 15). Kevin compares his 15 to the defense values of the two targets: one is the Veteran version of Bane with defense 16, and the other is the Experienced version of Riddler with defense 13. Nightwing misses Bane, but hits Riddler for 1 click of damage.

CLOSE COMBAT

Close combat represents hand-to-hand and melee weapon attacks.

Your character must be adjacent to and on the same elevation level as a target to perform a close combat action.

Characters on different elevations are not adjacent to each other.
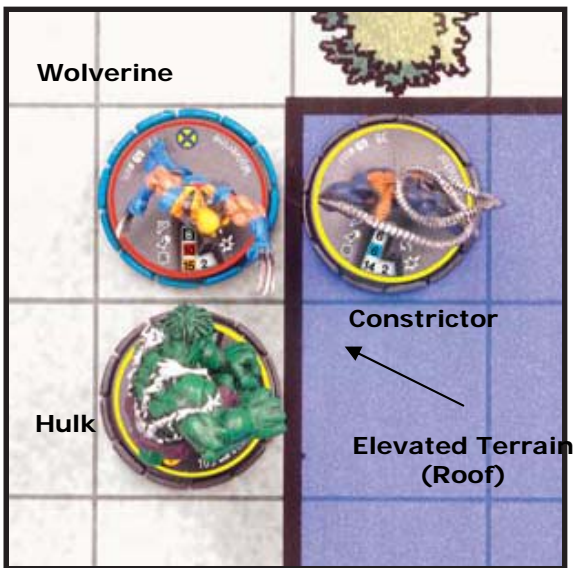
Wolverine cannot attack Constrictor because Constrictor is on a higher elevation even though they are adjacent. Constrictor can attack Wolverine using a ranged attack.
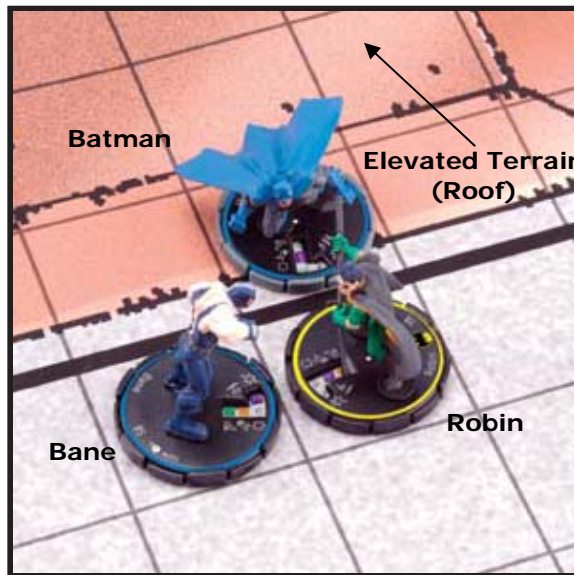
Even though they are adjacent, Bane cannot attack Batman because Batman is on a higher elevation. Batman can attack Bane using a ranged attack.

Soaring characters can only make close combat attacks against adjacent soaring characters.

TERRAIN

Terrain can be walls or other objects drawn on the battle map, object tokens placed on the map at the beginning of the game, or barriers created by the use of super powers. **HeroClix** has three kinds of terrain: clear, hindering and blocking. These three terrain types can also appear on elevated terrain. There is no terrain at the soaring level of flight.

INDOOR MAP

When playing on a map that shows the details inside of buildings, characters may move inside the buildings. This is referred to as indoor terrain, or indoors.

Some maps combine indoor and outdoor terrain. Fighting indoors uses all the standard combat and movement rules, with the following exceptions.

All of an "indoor" map is considered to be indoors. Since you cannot soar indoors, you cannot soar anywhere on an indoor map.

- Flying characters cannot use soaring flight mode.
- Hovering characters and characters with the Leap/Climb super power cannot move through indoor blocking terrain. However, characters with the Phasing super power can

- move through blocking terrain indoors.
- Indoor blocking terrain blocks line of fire to and from hovering characters.

OUTDOOR MAP

If the interior details of a building[s] are not shown, characters can move on top of the buildings but may not enter the buildings. This is called outdoor terrain, or outdoors.

CLEAR TERRAIN

Clear terrain is defined as open space with no obstructions, such as a rooftop or an empty street. Characters can move and fire through clear terrain with no penalty to their speed or attack values.

Stairs and ladders are considered clear terrain that allow[s] characters to change their elevation level.

Moving onto squares that contain stairs does not cost extra movement points. Only the top square of a set of stairs is considered elevated terrain.

Climbing up or down ladders adds 1 square to the character's movement cost.

HINDERING TERRAIN

Hindering terrain consists of trees, furniture, debris, objects and other similar items. Hindering terrain is marked on the maps by a thin black line.

Characters must end their movement when they enter a square containing hindering terrain. [Characters can move through hindering terrain, but reduce their speed by half.] Any character that begins a turn in hindering terrain has its speed reduced by half (rounds up).

If a line of fire between two figures on the ground passes through any square or squares containing hindering terrain, including the square that the target occupies, add 1 to the target's defense value. This single increase is called the hindering terrain modifier. Add this modifier only once, regardless of the number of squares of hindering terrain. However, if an attacker is standing in a square of hindering terrain and it's the only square of hindering terrain between the attacker and his target, the target does not get a bonus to it[']s defense. [However, if an attacker occupies a square of hindering terrain but the first square through which he traces his line of fire is clear, the target does not receive the hindering terrain modifier.] This represents an attacker's ability to fire from the edge of hindering terrain: protected by it, but not impaired by it.

Close combat attacks are not affected by hindering terrain.

Water: Shallow water features, such as streams and ponds, are treated as hindering terrain for movement, but have no effect on ranged combat actions. Characters with the Aquatic symbol on their base treat water terrain as clear terrain.

BLOCKING TERRAIN

Walls and buildings represent blocking terrain, shown on the maps as thick black lines. Characters cannot move into or through blocking terrain. Blocking terrain blocks any line of fire crossing it.

Adjacent characters on opposite sides of blocking terrain may not make close combat actions to affect each other, and do not need to roll for breakaway.

Hindering terrain may be placed on a rooftop. (Steenbock, May 18, 2002)

A figure must end its move when it moves into hindering terrain from non-hindering terrain.

A grounded figure that begins its move in a square containing hindering terrain can move only half its speed value (round up). The normal exceptions apply (i[.]e. Phasing, Leap/Climb, flying.)

Water terrain functions as hindering terrain for movement but as clear terrain for other purposes.

All walls on the Indoor Map are considered indoor blocking terrain.

All walls are assumed to stop exactly at the edges of squares. So, even if it looks like a wall "sticks out" into a doorway, it isn't, and thus diagonal attacks can pass through without being blocked.

Characters can destroy a single square of blocking terrain by making an attack and inflicting [at least] 3 clicks of damage in a single attack (the character must have a damage value of [at least] 3, or a super power that will allow him to inflict [at least] 3 clicks of damage in a single attack). A character attacking blocking terrain hits automatically.

The blocking terrain is reduced to hindering terrain [if destroyed]. Place a broken wall terrain marker in the squares on both sides of the destroyed blocking terrain.

Broken Wall Terrain Marker

Broken Wall Terrain Marker

ELEVATED TERRAIN

Elevated terrain represents the presence of clear, hindering and blocking terrain at a single level above the battlefield. Objects, terrain features and characters that are on a rooftop are considered elevated. Elevated terrain can be reached in many ways, including climbing stairs or ladders, scaling or jumping walls with the Leap/Climb super power or by a flying character in either hovering or soaring flight mode.

Elevated terrain cannot be destroyed.

Characters, objects and terrain that are not elevated are called grounded. A grounded character may be hovering, or be simply a non-flyer.

If both the attacker and target are on elevated clear terrain, nothing affects the line of fire except elevated hindering and blocking terrain, and other elevated figures.

An attacker on elevated terrain can target a grounded character as long as the only blocking terrain the line of fire crosses is part of the square the attacker occupies. Line of fire from an elevated attacker is not blocked or hindered by other grounded figures or grounded hindering terrain, unless the terrain occupies the same square as the target.
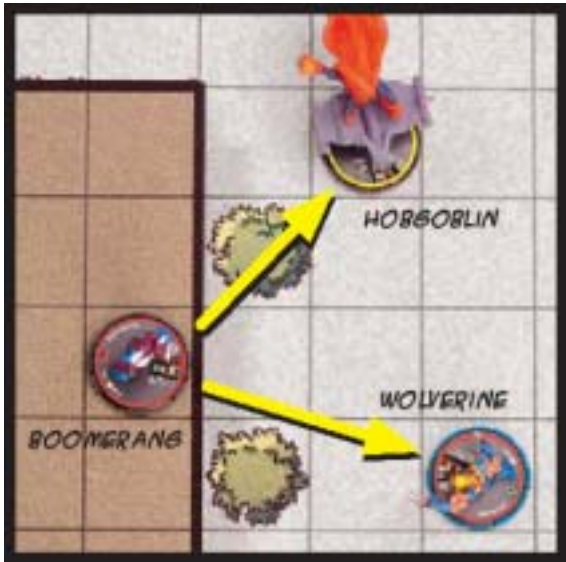
Boomerang can target Wolverine or the hovering Hobgoblin. Hindering terrain has no effect.

A grounded character can make a ranged combat attack against an elevated figure if the only blocking terrain the line of fire crosses is in the square the target occupies.

Adjacent characters at different elevations cannot make close combat attacks against each other, but may target each other with ranged combat attacks.

This does not mean that line of fire from a grounded attacker is not blocked… etc. to an elevated target. The rules favor the elevated attacker.

A Leap/Climb or hovering figure that ends its move on top of outdoor blocking terrain may attack another figure using a ranged combat attack as long as the only blocking terrain the line of fire crosses is part of the square the attacker occupies. A Leap/Climb or hovering figure that ends its move on top of outdoor blocking terrain can be attacked by another figure using a ranged combat attack as long as the only blocking terrain the line of fire crosses is part of the square the target occupies.

Ground to Rooftop combat is only possible if the figure on the rooftop is at the edge of the building. Otherwise, the intervening squares will block line of fire.

Squares on different elevations are not adjacent to each other.

A Leap/Climb or hovering character that ends its move on top of outdoor blocking terrain is not considered to be adjacent to any other figure that is not also on top of outdoor blocking terrain.

Elevated Terrain

Blocking Terrain
(Outdoors)

Ladder
(To elevated terrain)

Stairs
(To elevated terrain)

Blocking Terrain
(Indoors)

Hindering Terrain

Clear Terrain

Type of terrain

Elevated Terrain

Blocking Terrain
(Outdoors)

Clear Terrain

Ladder
(To elevated terrain)

Blocking Terrain
(Indoors)

Stairs
(To elevated terrain)

Hindering Terrain

Clear Terrain

Type of terrain
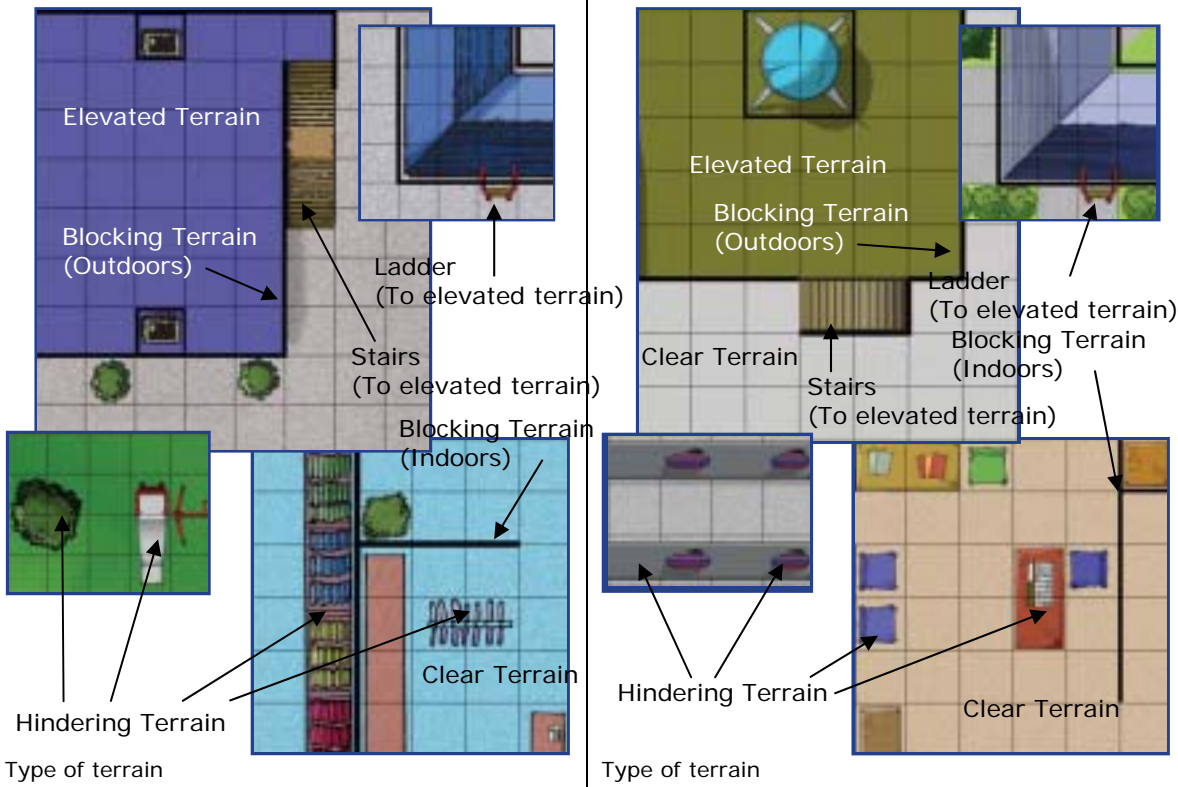
The various air-conditioners, vents, etc., are considered blocking terrain. These objects are defined as squares on rooftops surrounded by thick black lines.

Only flying characters and characters with the Leap/Climb power can enter these spaces.

They can be destroyed, each space requires a different attack, and only a single rubble tile is placed in the destroyed space.

OBJECTS

Object tokens can be moved, picked up and used by characters with certain super powers.

Objects are label[l]ed either light (yellow ring) or heavy (red ring). Light objects will inflict less damage than heavy objects.

Table

Construction
Materials

Filing
Cabinet

Light Objects

Engine block

Dumpster

Forklift

Heavy Objects

Table

Television

Gumball
Machine

Light Objects

Hotdog Stand

Recycle Bin

Motorcycle

Heavy Objects

The special rules for object figures apply to their use in both Telekinesis and Super Strength attacks.

Object Figures (Adventure Kit)

- Office Desk: You need to be holding the desk to use it. So the defense bonus only applies to a character with Super Strength who is holding the desk. You must declare that you are using the desk for this purpose before the dice are rolled.

- Dumpster: This object is not destroyed when used, but can be destroyed by other means (i.e. per the rules for destroying blocking terrain [and the Sentinel rules]).

Objects are considered hindering terrain unless a character is holding them. An object being held is not considered terrain, and cannot be targeted or taken away from the character holding the object.

Thus is not subject to rules governing the destruction of terrain.

Objects can be destroyed using the same rules as for destroying blocking terrain. (see Blocking Terrain)

> If an object is destroyed, replace it with a single "Broken Wall Terrain" piece where it was. This is considered a "hindering terrain feature".

SUPER STRENGTH SUPER POWER

Characters with Super Strength may pick up an object and use it as a weapon. A character may only hold one object at a time.

> Picking things up (figures, objects), does not require the figure to be _given_ a Move Action, however. They take place _during_ a Move Action, so you can pick someone up & phase through a wall with them.

Any time during a character's move action, he can pick up an object in a square he enters or on an adjacent square. A character can move, pick up an object, and continue his move. Place the object token under the combat dial of the figure to indicate that the figure is holding the object. Once picked up, an object cannot be discarded until it is used.

> An opposing figure is standing in a square "on top of" an object token (not carrying the token.) Can a figure with Super Strength [or Telekinesis] pick up or move the object out from under the opposing character? Yes, [you can TK the object away or pick it up with Super Strength.] Nothing happens to the figure that was standing "in" the object.
>
> As soon as you enter a square adjacent to an opposing figure, your movement ends immediately. You cannot then pick up an object. (Magister, August 28, 2002)

Characters cannot pick up an object during a close combat or ranged combat action.

An object is destroyed once it is used, even if the attack is unsuccessful. Remove the object token from the map and place it out of play.

> If a character is in the same space as an object that is destroyed, s/he does not suffer any damage from the attack.
>
> If an object is destroyed as the result of using it in an attack, it is removed from the game, it does not become hindering terrain.

If the character with the object is knocked out or loses the Super Strength super power, the object stays on the square the character occupied.

> If a figure holding an object loses Super Strength as a result of knockback damage, the object drops in the square the figure was in when it lost Super Strength.

Close Combat: A character carrying an object who is given a close combat action must use the object in their attack. On a successful attack, a light object inflicts 1 click of damage in addition to the damage inflicted by the character; a heavy object inflicts 2 additional clicks of damage.

Hulk uses Super Strength to pick up a dumpster and smash Juggernaut.

Superman uses Super Strength to pick up a motorcycle and smash Doomsday.

Ranged Combat: A character with Super Strength can also throw an object at an opposing figure. To throw an object, give the character a ranged combat action, even if his range value is 0. A light object has a range of 6 squares and will inflict 2 clicks of damage on a successful attack. A heavy object has a range of 4 and will inflict 3 clicks of damage.

Regarding throwing objects with Super Strength or Telekinesis, Ranged Combat Expert does not work with this, but Enhancement does work with this, as do the S.H.I.E.L.D. and Hydra team abilities. (Steenbock, May 7, 2002)

Also, Hulk can throw the dumpster and smash Juggernaut.

Also, Superman can throw the motorcycle and smash Doomsday.

TELEKINESIS SUPER POWER

Characters with the Telekinesis super power can move objects and can use them as weapons.

Characters must be adjacent to or in the same square as an object to use Telekinesis on that object.

An opposing figure is standing in a square "on top of" an object token (not carrying the token.) Can a figure with Super Strength [or Telekinesis] pick up or move the object out from under the opposing character? Yes, [you can TK the object away or pick it up with Super

Moving an Object: To move an object, give the character a combat action. Move the object up to 10 squares in any direction and place it on a square containing clear terrain.

Jean Grey can move the engine block 10 squares in any direction.

Attacking with an Object: To use an object as a weapon, give the character a ranged combat action, even if the character's range value is 0. The character then can fire the object at an opposing figure up to 10 squares away, or at an opposing soaring character up to 5 squares away. The object cannot travel through blocking terrain, but can go around blocking terrain as long as its movement path does not exceed 10 squares. Add 1 square to the range cost for targets on elevated terrain. For example, if a target is 8 squares away from the attacker and is on the roof of a building, count 9 squares for determining range. Count range from the object, not the character.

Jean Grey uses Telekinesis to attack Sabretooth with the engine block.

Use all other rules for ranged combat actions, except that the damage value of the attack is based on the type of object. A light object inflicts 2 clicks of damage and a heavy object inflicts 3 clicks of damage.

A character can use Telekinesis to make a ranged attack against an opposing character in an adjacent square.

An object used in a Telekinesis attack is destroyed even if the attack is unsuccessful. Remove the object token from the map and place it out of play.

If a character is in the same space as an object that is destroyed, s/he does not suffer any damage from the attack.

If an object is destroyed as the result of using it in an attack, it is removed from the game, it does not become hindering terrain.

Sentinels Rules

The Sentinel is a giant robot, programmed to hunt down individuals and capture or kill them. This **HeroClix** figure sits on a larger base and has special rules that apply only to it.

POINT VALUE

A Sentinel can be put into games at three different Point Values by adjusting its strength. Before a game begins, choose a point value for the Sentinel and rotate its combat dial the indicated number of clicks from the Starting Position.

Sentinel Point Value Table		
Type	Point Value	Clicks per Dial
Mark VII	300	0
Mark III	200	3
Mark I	100	6

GENERAL RULES

Due to its enormous size and special characteristics, a Sentinel:

1. Cannot be affected by Force Blast, Incapacitate, Mind Control, Plasticity, Poison, Psychic Blast, Shape Change, Steal Energy and Support.
2. Cannot be moved by Telekinesis, although it can be the target of a Telekinesis attack.
3. Does not suffer from the effects of knock back.
4. Does not need to make a dice roll to break away. Sentinels always succeed in breaking away.
5. Is the arch-enemy of any figure that is a member of the X-Men or the Brotherhood. Members of the X-Men and the Brotherhood are arch-enemies of any Sentinel.
6. Can attack and be attacked by grounded, hovering and soaring characters with either close or ranged combat attacks.
7. Can carry friendly figures per the standard rules for carrying figures. Sentinels cannot make an attack while carrying a figure. Sentinels cannot carry other Sentinels. Sentinels cannot be carried.
8. Cannot be captured by other Sentinels.

ACTIONS AND PUSHING

A Sentinel may only be given one action per turn. For example, a player using a 200-point Sentinel in a 200-point game would only receive one action per turn.

Sentinels may be pushed per the rules for standard figures. However, a player can continue to push a Sentinel for multiple turns in a row (and the Sentinel will continue to take damage for pushing). Once a Sentinel is given a pass action, remove all action tokens from the figure.

While the game can end in the middle of a player's turn, it cannot end in the middle of an action. If your Sentinel is on its last click and you push to capture your opponent's last figure, you still take the click of push damage (a mandatory part of taking the capture action) which KO's your Sentinel and releases the captive.

MOVEMENT

A Sentinel occupies 4 squares (a 2-square by 2-square formation) on a **HeroClix** map. While the base may appear to slightly overlap additional squares, the Sentinel is considered to be on 4 squares only.

A Sentinel moves per the standard rules. The player chooses any square adjacent to the Sentinel to begin counting for movement. A Sentinel ignores terrain modifiers for movement, as if soaring. Once movement is counted, the Sentinel must be placed so that its base rests on one of the squares within its movement range.
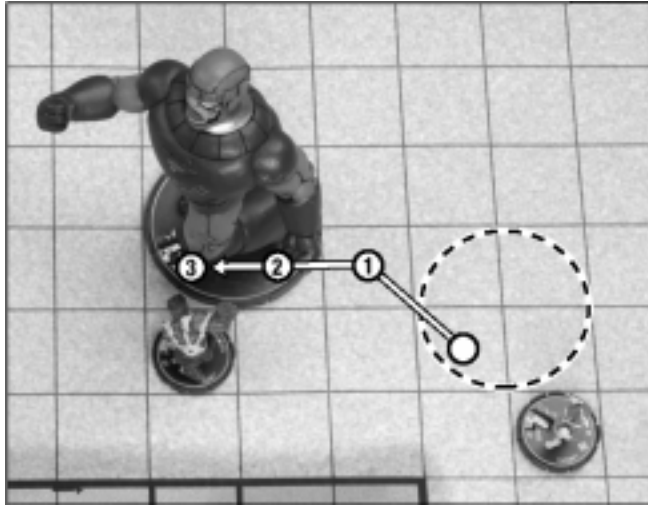
Sentinels can be placed in Hindering Terrain and on object tokens. If a Sentinel is placed on an object token, the object is destroyed and removed from play. Sentinels cannot move through elevated blocking terrain, but can move on top of it.

Sentinels must start the game with their base completely within the starting area.

A Sentinel cannot be placed in a square if:

1. Any part of its base would be on a square occupied by another character.
2. Any part of its base would end up on two different elevations, or on a square occupied by a wall that is not destroyed.

ATTACKING

A Sentinel has a maximum of 12 adjacent squares. It can attack and be attacked through any of them. Sentinels can make a ranged combat attack against any character in range, even if enemy characters are in an adjacent square. They use the hovering rules for ranged attacks, including firing at characters in adjacent squares.

Standard characters do not block line of fire to or from a Sentinel.

All of these figures can attack this Sentinel.

Grounded (close combat or ranged combat)

Elevated Terrain (ranged combat)

Soaring Figure (ranged combat)
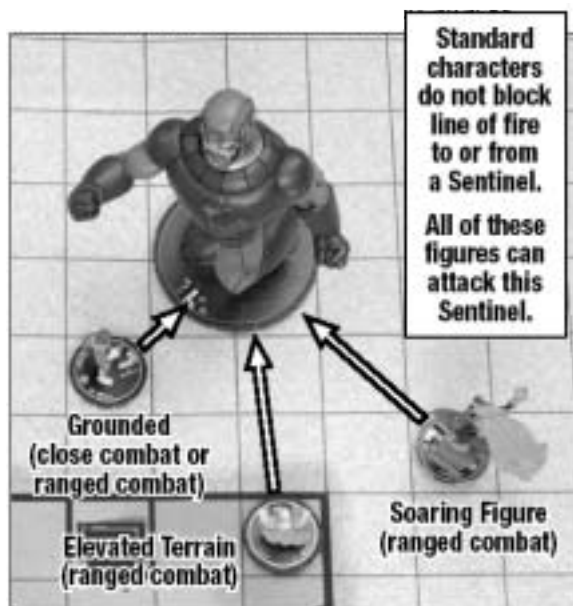
Sentinels can be used on indoor maps. While a Sentinel "ignores terrain modifiers for movement, as if soaring," it is not considered to be soaring for other purposes.

A Sentinel cannot move through a doorway that is only one square wide. A Sentinel's base is 2x2 and does not change size during movement. In order to make such a move, the Sentinel would first have to "widen" the doorway by destroying the blocking terrain to either side of the door.

Sentinels only destroy objects that they are on at the end of their movement. (Chapeau, September 24, 2002)

If you have a clear line of fire to any one of the four squares a Sentinel occupies (measured from the center of the square), then you have a clear line of fire to the Sentinel. The reverse also applies—if you have a clear line of fire from any of the fours squares the Sentinel occupies (measured from the center of the square) then you have a clear line of fire from the Sentinel.

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The Sentinel's large size means that standard characters do not block line of fire to or from a Sentinel. Sentinels do block line of fire to and from other Sentinels.

Sentinels and characters on elevated terrain can fire on each other as if they were on the same terrain level. Soaring characters and characters on elevated terrain can make ranged or close combat attacks against a Sentinel per the standard rules. Soaring characters and Sentinels can use their full range to attack.

All other rules for line of fire remain the same.

All Sentinels have a special multi-attack. A Sentinel can make two attacks against two different targets using two ranged combat attacks, two close combat attacks or one ranged and one close combat attack. It costs one action to perform the multi-attack. Make a separate attack roll for each attack. If the attack is successful, the Sentinel inflicts damage, but must reduce its damage value by 1 (this rule applies to each attack in a multi-attack). The Sentinel can use its Super Powers during a multi-attack.

Ranged Combat

This is the Sentinel's Close Combat area.

Close Combat

Ranged Combat

The Sentinel can attack any two of these three targets in a single action with separate rolls.

CAPTURING

A Sentinel's most important power is its ability to capture a character. A capture is a special type of close combat attack. All standard close combat rules apply. The Sentinel cannot use its multi-attack option during a capture maneuver.

To capture a character, the Sentinel's player declares he is making a capture attempt, rolls 2 six-sided dice and adds the result to the Sentinel's attack value. This number is then compared to the defense value of the target character, modified as follows: a character with Plasticity or Phasing adds 2 to their defense when a capture maneuver is attempted against them. All other defensive Super Powers also apply.

If the result is greater than or equal to the modified defense value, the character is captured. If the result is less than the modified defense value, the character is not captured. Remove any action tokens from that character and place the captured character either in the hand of the

Unless specified otherwise, all terrain rules for determining line of fire to and from a figure apply to Sentinels as normal.

A Sentinel may use the multi-attack option to target blocking terrain, targeting either two different squares of blocking terrain or one figure and one square of blocking terrain (or, of course, two figures, but then it's not targeting blocking terrain at all).

A Sentinel may not use Running Shot in conjunction with its special multi-attack. Running Shot requires a move action. Multi-attack allows the Sentinel to make two attack actions.

A Sentinel's multi-attack reduces its damage by 1 click even if it is using its Energy Explosion power. The reduction, however, is applied as follows: The Sentinel declares a multi-attack. The Sentinel's damage is reduced by 1, then Energy Explosion kicks in (if it's being used) and reduces the damage to 1 click.

The Sentinel's "special multi-attack" allows it to make two separate attacks (ranged or close combat or both - which resolve separately) using only one action. A S.H.I.E.L.D. agent can only enhance one attack per turn because it can only be assigned one action per turn. So if your Sentinel is using multi-attack to make two ranged attacks and your (non-pushed) S.H.I.E.L.D. agent is next to him, you could use him to enhance only one of the two ranged attacks (you'd declare this at the same time as you declare the target of that particular attack.) (Magister, July 18, 2002)

A Sentinel's ability to capture is not a power, and thus cannot be turned off by Outwit.

A captured figure is not considered to be KO'ed (do not assign the captured

Sentinel or on its base. That character is no longer considered to be on the map and is out of the game unless rescued by a teammate. Captured characters do not take damage and cannot be given actions.

If a Sentinel controls a captured character, it cannot use the multi-attack option. It can still use all of its standard combat options and Super Powers. A Sentinel can control two captured characters at any time. If it has control of two captured characters, it can only make ranged combat attacks.

A Sentinel's player may gain additional victory points for the Sentinel carrying a captured character to the Sentinel's starting area. Once a Sentinel has returned to its starting area with a captured character (the Sentinel's entire base must be within the starting area), it may use a movement action to release one captured character. Once released, the captured characters are considered to be out of the game.

Captured characters that are removed from play in this fashion are worth double their point value for determining victory. Captured arch-enemies of a Sentinel are worth three times their point value.

RESCUING CAPTURED CHARACTERS

Friendly teammates may help a character escape capture. To help a friendly figure escape, the player must declare he is making a rescue attempt. A friendly character must then make a standard combat attack against the Sentinel. If the attack is successful, the Sentinel takes no damage, but the teammate is released. The owning player places the freed character in any square adjacent to the Sentinel and marks the character with an action token. The character may be given an action in the same turn in which he is rescued, but must be pushed in order to do so.

IS THIS THE END FOR OUR HERO?

The game ends when one of the following situations is true:

1. When all of one player's characters are defeated.
2. A predetermined time limit for the game passes.
3. All players agree to end the game.

A character may not leave the battlefield before the end of the game unless the scenario being played specifically allows such an action.

The rules for ending a scenario override the standard rules for ending a game or victory conditions, if applicable.

VICTORY!

At the end of the game, all players count up their victory points. Whoever scores the most

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figure's point value to the player controlling the Sentinel) until released in the Sentinel's starting area. Once released, the captured figure is then considered effectively KO'ed and the Sentinel's player receives double its point value (or triple if the captured figure is an archenemy). Since a captured figure is "no longer considered to be on the map and is out of the game unless rescued by a teammate" the owning player does not receive victory points for figures that remain captured at the end of the game.

If a Sentinel holding a captured figure is eliminated, treat the captive as if it had been rescued, placing it in a square that would have been adjacent to the Sentinel and giving it an action token.

victory points wins the game. If two players played as a team, score their points together. Here is how you score victory points.

- Every opposing figure that you defeat during the game is worth a number of victory points equal to its point value. These points are scored during the game as soon as a figure is defeated.
- If a character delivers the defeating blow to his archenemy (3 KOs appear in the stat slot), the character's player receives double the victory points for that archenemy.
- Every friendly figure that started the game on the battlefield and remained there until the end of the game is worth a number of victory points equal to its point value.

Points for figures who took their last click of damage from pushing or from using a super power are awarded to the opposing player whose character most recently damaged that figure. If no opposing player has damaged the character, split the victory points evenly between all opponents.

If there is a tie in the victory point totals of two or more players, the winner is the player who built his force with the lowest build total.

If playing a scenario, use the victory conditions of the scenario to determine the winner.

After the game, all players retrieve their defeated figures.

HEROCLIX ETIQUETTE

To avoid or resolve arguments, we suggest the following points of etiquette.

1. Never spin the combat dial of any figure on the table unless it takes clicks of damage or healing. Also, players should only click the dials of their own characters the required number of times in the proper direction. In other words, don't click through a combat dial just to see what's coming up.
2. You will constantly pick up your characters during a game to look at or turn their dials. Mark the square your character was in with a token so that you return it to the correct square.
3. Situations that the rules don't cover might occur, and players may disagree about how to resolve those situations. In all such instances, roll one six-sided die. On a result of 1, 2 or 3, the action is not allowed. On a result of 4, 5 or 6, the action is allowed.

"Clix" points

The "Clix" points are part of a redemption program that is still in the works. The details of this program will be published to the website as soon as the program is available.

Official HeroClix Corrections

Figure Corrections

Pyro, Marvel Infinity Challenge #92

- He should be a member of the Brotherhood (not the Masters of Evil as indicated.) This error has been corrected in production and many of the figures are now label[l]ed correctly.

Pyro, Marvel Infinity Challenge #93

- He should be a member of the Brotherhood (not the Masters of Evil as indicated.) This error has been corrected in production and many of the figures are now label[l]ed correctly.

Rogue, Marvel Infinity Challenge #121

- She does not fly. Ignore the flight base on this figure.

Man Bat, Rookie, DC Hypertime # 40

- This figure does not fly, it has Leap/Climb. Ignore the flight base on this figure.

Riddler, DC Hypertime #43, 44, and 45

- This figure does not have the Shape Change power, it has the Mastermind power. Where Shape Change appears on this figure's dial, substitute Mastermind.

Scenarios

CHALLENGE OF THE CHAMPIONS

All characters have been transported by cosmic entities to a mysterious location and forced to fight each other in a free-for-all battle. You must destroy your enemies quickly! You cannot afford to fail…

VICTORY

Every opposing figure that you defeat during the game is worth a number of victory points equal to its point value.

Add up your victory points at the end of 5 [rounds]. If one side has earned a number of victory points equal to at least half of the build total of the game, that side wins. For example, in a 200-point game, if one player has earned at least 100 victory points after 5 turns, that player wins. If more than one player meets this criteria, the player with the most points wins.

If no player has enough victory points to win at the end of 5 turns, the battle continues. However, the cosmic entities take pity on the side with the fewest victory points. At the beginning of the sixth turn, the owning player rolls 1 six-sided die for each figure on his force and applies a number of clicks of healing equal to the result to that figure. If all forces have an equal number of victory points, then no side gains this healing.

The battle continues for another 5 turns[, and] then the game ends. Determine the winner per the standard rules for victory.

SHOWDOWN

The characters have challenged each other to a fight to prove once and for all who should protect—or rule—the city. This is a free-for-all battle and the city is depending on you. So work fast!

Count the number of turns each player has taken as you play.

After each player has taken 5 turns, total your victory points. Every opposing figure that you defeat during the game is worth a number of victory points equal to its point value. If one side has earned victory points total[l]ing at least half of the build total of the game, that side wins. For example, in a 200-point game, if one side has earned at least 100 victory points after the first 5 turns, that side wins. If more than one side earns at least half of the build total, the side with the most victory points wins.

If no side wins after 5 turns, continue the game and check total victory points again after 5 more turns. At this point, the game ends and the side with the most victory points wins.

If the victory point totals of two or more players are tied, the winner is the player who built his force with the fewest points.

THE SCIENTIST

An important scientist has arrived in town carrying the notes for a super-secret device in his briefcase. Now everyone wants a piece of the action. Whether it will be used for good or evil remains to be seen…

THE WILD THEORY

A brilliant scientist is in town to give a speech at S.T.A.R. Labs on his controversial theories about time, space, and parallel dimensions. Word on the street is that someone is planning to kidnap him and use his knowledge to raid time and increase their power.

At the beginning of the scenario, roll 2 six-sided dice. The player who rolls the highest result chooses whether they are kidnapping the scientist (perhaps to keep him from falling into the hands of the bad guys) or trying to protect him. If your force is trying to protect the scientist, you are the defender. If your force is trying to kidnap the scientist, you are the attacker.

The defenders plan to escape with the scientist through a portal that will appear at a prearranged time [in a special hovercraft], but they have to hold onto him until it opens [lands].

The defender designates one of his figures to hold a Special marker, which represents the scientist. Use the standard carrying other figure rules[(p. 12.)] for the character holding the scientist. [The Super Strength super power is not required to pick up this marker.] Once a character has the marker, he cannot release it unless defeated. The character holding the scientist may only be assigned move or pass actions. The character carrying [holding] the scientist cannot pick up another object. [The character holding the scientist cannot attack, and therefore cannot use Charge or Running Shot.]

If the character holding the scientist is defeated, the marker representing the scientist stays in that character's square until another defending character picks up the scientist or a character from the attacking force rescues him. The scientist is frozen in terror and takes no actions.

The defending force must hold off the other forces for 8 turns, until the hovercraft arrives. Once the hovercraft arrives (at the end of turn 8), the defending force must escape the map through the starting area directly across from his or her own starting area.	The defending force must hold off the other forces until each defending character still on the board has taken a click of damage from pushing. Once this happens the portal appears with a loud "BOOM!", the defending force must escape the map through the starting area directly across from his or her own starting area.

VICTORY

If the defending player gets the scientist off the map, he wins the game, regardless of victory points. The opposing players can stop this from happening by defeating all of the defending player's characters.

If there are more than two forces and the defending force is defeated, calculate victory points per the standard rules for the remaining forces. The player with the most points wins.

STAND ASIDE!

A force of characters is on its way to accomplish some deed, when suddenly they are confronted by an opposing force! They have no argument with this force, but these characters are in the way and must be overcome.

At the beginning of the scenario, roll 2 six-sided dice. The player who rolls the highest result chooses whether to be the attacker or defender.

The attacking force must go across the map and exit through the starting area on the opposite side. No other character may leave the map.

The game ends when all of the attacker's characters have left the map, are defeated, or when one side concedes.

During this game, you cannot push a character if it will result in the character being knocked out. Also you cannot have a character use a power (such as Mind Control or the X-Men team ability) in such a way that he will be knocked out from its use.

VICTORY

Calculate victory points per the standard rules. In addition, the attacker adds the point value of each figure that successfully moved off the map. The defender receives double the point value of any opposing character successfully defeated.

PORTAL TO HYPERTIME

Someone has opened a portal to a place that links a nearly infinite number of different worlds and times together. Strange energies pour out of the portal and are wreaking havoc on everything in the area. The only way to get to the bottom of this is to go through the portal and face the mastermind on the other side. Unfortunately, the portal is being guarded.

At the beginning of the scenario, roll 2 six-sided dice. The player who rolls the highest result chooses whether to be the attacker or defender. This player can decide whether the team is trying to get through the portal or if the team is trying

to keep the attacking force from getting through.

The defending player places a Special token in any square four squares in front of his or her starting area. This is the location of the portal. It does not move once it's been placed.

The defender must prevent the attacking force from entering the portal. Anyone who enters the portal square is removed from the game. In addition, when a character enters the portal all friendly figures are healed one click of damage and all characters on the opposing side take one click of damage (this damage ignores Toughness or Impervious or any other Defense power).

When four characters pass through, the portal closes, leaving all other figures behind to finish the fight.

Victory

At the end of the game, determine victory points normally with one exception. Any character who left the map through the portal is worth a number of victory points equal to double its point value.

WINNER TAKES ALL!

An ancient artifact has been discovered in a very unlikely place—the middle of town! Legend claims that this artifact offers untold power to the possessor. There are those who seek to wield such power—and those who believe the artifact must be destroyed for the good of humankind.

Place a Special marker in the center of the map. Any character can pick up the marker. [The artifact is considered an object, except that the Super Strength power is not required to pick it up, it cannot be destroyed, and it is dropped if the character holding the object takes damage from an attack.]

RAID ON S.T.A.R. LABS

The files of a well-known scientist contain all his notes about traveling to other dimensions and times. In the wrong hands these files could be disastrous! There has already been an attack on the scientist and his files could be just as useful to the wrong elements! The files are being delivered to S.T.A.R. Labs and everyone wants to protect or steal them.

Place a Special marker in the center of the map to represent the briefcase full of files. Once one character from both sides has been knocked out any character can pick up the marker. Until then everyone is still fighting over the briefcase.

The character who has the marker must drop it when he takes damage from an attack. Place the marker for the dropped briefcase [artifact] in any square adjacent to the character who dropped it (the opponent chooses the square). The character holding the briefcase [artifact] may only be assigned move or pass actions and cannot pick up another object.

VICTORY

The force holding the artifact at the end of 10 turns is the winner.

The force that gets the briefcase off the map through his or her own starting area wins the game.

MIND SWITCH

A bizarre, personality-altering ray bathes the entire battlefield. Characters suddenly act like other characters. The duration of the effects lasts for the entire battle.

At the beginning of the scenario, each side rolls 1 six-sided die and applies the effects to his force.

A WORLD GONE MAD!

Strange energies are causing the world to flicker through different realities, changing everything. For some reason you and your foes seem to be at the center of this effect and are able to keep your wits about you as everything–including your own abilities–transform around you!

At the beginning of the scenario, each player rolls 1 six-sided die and applies the effects from the chart below to his force. At the beginning of a turn a player can choose to inflict 2 clicks of damage to any one of his characters to roll again (this damage is automatic and ignores all powers and abilities). A player may only do this once per turn. The new effect replaces the old.

All of the effects are considered a new power and can be affected by abilities like Outwit. These effects do not transfer to another if the character who possesses them is

knocked out, although you may choose to change the power as outlined above.

Die Roll Result	What Happens
1	Your least expensive character gains the Leadership ability for the duration of the battle.
2	One of your characters has an arch-enemy on the map, the arch-enemy rules do not apply. If none of your characters has an arch-enemy, assign an arch-enemy to one character.
3	Give all characters on your force 1 click of damage.
4	All characters on your force without a team ability gain the same team ability (player chooses one ability).
5	All characters on your force with a team ability lose that ability.
6	Your least expensive character gains the Outwit super power for the duration of the battle. Do not use that character's team ability for the duration of the battle. If more than one character has the same point value, you choose who is affected.

Die Roll Result	What Happens
1	**Healer:** Your character with the lowest Damage value gains the Support power for the duration of the battle.
2	**Powerhouse:** Your least expensive character may choose to inflict a click of damage to himself as an attack action (this damage is automatic and ignores all special abilities). When he does this each character on the opposing side takes one click of damage. Apply toughness or other defensive powers normally.
3	**Justice Titans of America:** All of your characters gain the Team Ability of your choice. If they normally have a team ability they lose that and gain the new one for the duration of the battle.
4	**Brave Hero:** Your most expensive character loses all his super powers for the duration of the battle.
5	**Surprise Villain:** Your opponents' most expensive character is the archenemy of every character on your force. All of your force is that character's archenemy.
6	**Shadowy Duplicates:** Choose one of your characters to gain Super Senses for the duration of the battle.

VICTORY

At the end of the game, calculate victory points per the standard rules.

Wholly Hurricane!!

The city has never seen a storm like this! Under cover of wind and rain, villains strike, seizing control of a nuclear power plant. Your heroes arrive on the scene to find an opposing force standing in their way of the reactor control room. In the midst of the resulting brawl, a terrifying gale sweeps the heroes aside, shaking buildings and tossing around heavy objects like leaves in a breeze.

Special Rules

- **"Are you kidding? I can hardly lift myself in this wind!"** Flying characters cannot carry other characters.
- **"Hey! Which way did that thing come from?"** Beginning with the first player's side and proceeding clockwise, number each side of the map 1, 2, 3, and 4. At the beginning of each turn, roll one die. A roll of a 1, 2, 3, or 4 determines which side of the board the wind is blowing from. A roll of a 5 or 6 indicates a lull in the wind, which means there are no wind effects.
- **"Come back 'ere! I can't hit 'cha if ya don't stand still!"** Once the direction of the wind is determined, roll two dice. The resulting number indicates the strength of the wind. Using the rules for knockback, move all characters and objects on the board that number of squares in the direction the wind is blowing.
- **"Can't… keep… moving… much… longer…"** At the end of the tenth turn, your heroes are exhausted from fighting against the wind. Every action except a pass action causes a character to push. If the character has no

action tokens, give it two action tokens. If the character has one action token, give it an additional action token.

Victory Condition

The game ends when all of one player's figures are eliminated from the game. The remaining player wins.

Blackout!

A black, supernatural fog has billowed out across the city, its inky tendrils reaching inside every building and blocking out all light, natural or otherwise. Obviously, your foes are responsible for this—you must find them and lift the blight on the city!

- **"I can't even see my mitt in front of my mug!"** All spaces on the board are considered hindering terrain for ranged combat while the fog is in effect.
- **"Look out for that tree!"** All characters treat indoor and outdoor open terrain as hindering terrain for purposes of movement while the fog is in effect (i.e., all characters' speeds are reduced by half).
- **"Hey! I can see daylight!"** At the end of the fifth full turn, roll two dice. On a result of nine or better, the fog starts dissipating. The full turn following a successful roll, the black fog acts only as hindering terrain for ranged attacks (it no longer affects movement). The following full turn, the fog has lifted, and characters may attack and move normally. If the fog does not break up, check every round thereafter, subtracting one from the number needed to lift the fog for each roll previously made (so that at the end of the sixth full turn, the fog will break up on a result of eight or better, on the seventh turn, it will break up on a seven or better, etc.).

Victory Conditions

As per the standard rules plus the following: The game ends at the end of five full turns after a successful roll is made to dissipate the fog. The player at that time with the highest number of points on the board wins the game.

Dimensional Rift

A hole from another universe has opened in the heart of the city, slowly sucking everything into it. Can your heroes defeat the foes guarding the rift and seal the breach?

- **"What the heck is that?"** Place one special counter in the center of the board (any of the four middle squares). This is the heart of the rift. Place a die on it with the "1" showing—this is the dimensional rift's range and power. Then each player places an object until five more objects are placed.
- **"Look out—it's getting BIGGER!"** At the end of each full turn, roll two dice. On a result of 7 or better, the range and power of the rift increase by 1, to a maximum of 6. Change the die on the rift to the next highest number to keep track of the increasing strength of the rift. The rift breaks down any walls it encounters and destroys any blocking or hindering terrain (thought not objects) within this range. Any walls and blocking or hindering terrain within X squares of the rift are considered to be clear terrain for the remainder of the game. X is equal to the strength of the rift (i.e. the number on the rift's die).
- **"It's pulling us in!"** At the end of each turn, the dimensional rift makes an attack against all heroes within its range. The strength of this attack is 8 plus the current power of the rift. This attack inflicts 3 clicks of damage. Roll for the attack as if the rift were making a normal attack, however the results of this attack cannot be affected by Energy Shield or Defend. This damage is taken as knockback (and is not affected by powers such as Charge, Invulnerability, or Toughness), but instead of pushing the hero away, the rift draws the hero toward itself. Objects within the range of the rift move one space toward the rift.
- **"It's got me!"** Heroes that move or are drawn into the heart of the rift (into the square with the counter representing the rift) are removed from play. Objects drawn into the rift (not moved there by player action) are removed from the board.
- **"Block it up!"** The rift can be sealed in two ways: a ranged attack using an object, or a close combat attack. A successful ranged attack with an object (using Super Strength or Telekinesis) will reduce the number on the die by 1. A successful close-combat attack will reduce the number on the die by a number equal to the attack's damage. If the number on the die would be reduced below 1, the rift is closed.

Victory Conditions

As per the standard game. Figures lost to the dimensional rift are not counted toward victory points. Any figure knocked into the rift as a result of a knockback attack from an opposing figure counts normally toward victory points.

Nine-Tenths of the Law

A grudge match is about to be settled. Both sides bring an ace in the hole—a bodiless spirit with the ability to possess others!

- **"Ace in the hole"** Each side has a ghostly spirit as one of their characters. This spirit costs 40 points, but does not have a figure. Instead, it is represented by a special marker, called a "spirit counter," and is placed next to one character on your team.
- **"He's acting funny."** The character with the special counter next to it is treated as if it had the Mind Control power for as long as it has the counter. If the character makes a successful attack, the attack causes no damage and the counter is moved to the attacked figure. This figure becomes the "possessed" figure, switches sides, and is considered to be part of the controlling spirit's team. The spirit counter may be moved only once per each player's turn. A character with the special counter cannot be "possessed" by an opposing spirit.
- **"Jumping Out"** If the figure with the spirit counter is knocked out, the spirit has the chance to jump into another body, even if it has already been moved this turn. This is an immediate attack, and the spirit counter's attack value is considered to be 9 with a range of 4. This attack does no damage, but instead transfers the spirit to the new body if the attack is successful. If there is no figure within range of the spirit counter, then the counter is considered knocked out.

Victory Conditions

As per the standard rules.

Super Powers and Abilities

Speed Super Powers

FORCE BLAST. This character can knock back other characters and objects with a forceful blast. (Optional) Give this character a move action but do not move him. Instead, move one adjacent opposing character directly away a number of spaces equal to the Damage value of the attacking character. This attack does not inflict damage, but the opposing character may suffer damage from knockback per those rules.

Use of this power does not require a break away roll.

Treat a Force Blasted figure just as you would the target of a successful attack that generates knockback. The only damage that is assigned to this figure is the damage that occurs as a result of the knockback (i[.]e. hitting a wall or falling off of a building.)

Force Blast is not an attack.

Characters with the Charge super power are not immune to the knockback caused by Force Blast.

Force Blast works just like knockback. So, yes, a Blasted figure would stop if they ran into another figure and no, they would not take damage. (Magister, August 6, 2002)

HYPERSONIC SPEED. This character moves incredibly fast. (Optional) This character may move through squares adjacent to opposing characters and never needs to break away. This character may make a ranged or close combat attack at any time during their movement. He can continue to use the rest of their movement after making the attack. He is only allowed one attack per the standard rules.

If the character does not move, he may perform a close-combat Hypersonic Speed attack. Give the character a combat action, but reduce the damage to 1. If the attack is successful, do not click the target's base. Instead, the attacker may continue to attack. Each additional attack after the first one adds 1 to the defense value showing on the target's base; for each attack, compare the total attack value to the increased defense value. Keep track of the number of points of damage inflicted. As long as the character with Hypersonic Speed continues to make successful attacks, he can continue to attack. The attack ends when the attacking player declares an end to the attacks, an attack misses, or the defender is knocked back. When the attack ends, click the target's base a number of clicks equal to the number of points of damage he received during the attack.

Fliers cannot carry friendly figures with them if the flyer chooses to use Hypersonic Speeds option to both move and attack in the same action.

A close-combat Hypersonic Speed attack will cause one point of critical hit damage if the player rolls a 12 for the successful attack.

If a close-combat Hypersonic Speed attack generates knockback, add up the total damage inflicted by the attack--this is the number of spaces that target figure is knocked back.

Since any roll of doubles generates knockback, any roll of doubles ends a Hypersonic Speed attack.

A Hypersonic Speed attack is one attack. All damage occurs simultaneously in total at the end of the attack. This is the exception to the rule that Toughness and Invulnerability "re-set" with each roll of the dice.

Impervious against a Hypersonic Speed attack works almost like Impervious against a regular attack. The Impervious roll is made once the attack is finished, either the attacker misses (and the attack ends) or the attacker states that the attack is finished, or the defender gets knocked back (even if he/she doesn't move). If the Impervious roll is successful, the attack misses. If the Impervious roll fails, then the defender takes 2 less damage from the attack. The roll is made once the total Hypersonic Speed attack is over. (Chapeau, September 24, 2002)

A Hypersonic Speed character never needs to break away. (Chapeau, September 25, 2002)

The attack in Hypersonic Speed is part of the move action. As such, when you are done using the character with Hypersonic Speed for that turn (you attack and move; move, attack, move; pick up a passenger, move, drop him/her off), that is the end of your movement. The beginning is when you announce that you are using Hypersonic Speed. You cannot make a ranged combat attack against an opposing figure, pick up a passenger, and move, all in one Hypersonic Speed action. (Chapeau, September 28, 2002)

PLASTICITY. This character can stretch his body into any shape. (Optional) This character only fails to break away on a die roll result of 1. Opponents trying to break away from a character with Plasticity must roll a 6 to successfully break away.

If a figure with the Plasticity power is attempting to break away from another figure with the Plasticity power, treat it as a normal break away roll (fails on a 1, 2, or 3; succeeds on a 4, 5, or 6.)

CHARGE. This character can move and then make a close combat attack using the same action. (Optional) When you give this character a move action, he may move up to half his speed value and then make a close combat attack as if he had been given a close combat action. This close combat attack does not cost an extra action. This character may use any of its powers that require a close combat action. This character does not suffer knockback.

A figure with Super Strength can pick up an object during their Charge, and use it during their attack.

A figure with the Charge power that begins its action in a square adjacent to an opposing figure must break away before using the power.

Fliers can carry friendly figures with them while performing a Charge [or Running Shot]. They must, however, drop the friendly figure off before attacking.

The "move portion" of a character's Charge action consists only of a "move up to half his speed value."

A Charge out of hindering terrain works at 1/4 the figure's initial speed. First the figure's move is halved (providing it does not have

FLURRY. This character can make 2 close combat attacks with 1 action. (Optional) Give this character a close combat action. This character can make 2 attacks (making 2 separate attack rolls) targeting either a single figure or 2 adjacent figures. This close combat attack does not cost an extra action and this character may use any of his special abilities that require a close combat action.

MIND CONTROL. This character may make a ranged combat attack to give an action to an opposing figure. (Optional) Give this character a close combat or ranged combat action. [A figure with two action tokens may not be the target of Mind Control.] If the attack is successful, give an action to the target character [figure] as if that character [figure] were a part of your force. The target character [figure] receives an action token, if applicable. A successful attack does no damage to the target character [figure]. This character takes 1 click of damage for each 100 points of the target's point value. If a character with this power has a Range value of 0, assume that his Range value is 4.

any powers or abilities that allow it to ignore the effects of terrain on movement) because it begins its move in hindering terrain, then the move is halved again if the figure chooses to use Charge.

Use of this power counts as only a single action for the figure. However, each attack is separate, and must be resolved one at a time. This means the target may be KO'ed or knocked out of range after the first attack. The second attack can be used against a different target if the controlling player wishes.

If a character using Flurry gets a critical miss on the first attack, resolving the attack includes applying the critical miss damage. If this damage causes the attacker to lose Flurry, then the second attack can not be made.

If a Mind Controlled Figure KO's a figure, or is KO'ed itself, the mind-controlling player earns the points. If the KO'ed figure (either Mind Controlled, or the defender of a Mind Controlled character's attack) is an Archenemy of the Mind Controller, the current player earns points as if he KO'ed his Archenemy.

A Mind Control attack will cause one point of critical hit damage if the player rolls a 12 for the successful attack. If the successfully controlled figure is pushed, it takes a click of damage for the push as well.

The damage from the critical hit and the knockback (if there is damage) is applied before the target of Mind Control is assigned an action.

Mind Control assigns an action to an opposing figure. Mind Control ends as soon as the action is completed.

Mind Control cannot be used against a "pushed" figure.

The target figure is considered "friendly" to your team for all purposes during the assigned action except that you still score points for them if they are eliminated.

Mind Control is a two-step process. First, use your figure with Mind Control to make a ranged or close combat attack against an opponent. If successful, you may give that figure an action, as though it were yours.

The damage is 1 click for each _full_ 100 points. If the target is less than 100 points or if the attack is unsuccessful, the Mind Control figure won't take any damage.

When a figure is Mind Controlled, all its powers and abilities are at the controller's disposal, even if the owning player had turned off optional ones before the MC attack.

A critical hit while attempting to control an opposing character causes 1 click of damage for the critical and knockback, to be taken immediately, before the controlled character is assigned an action.

EXAMPLE #1: Player 1 has Brainiac 13, Player 2 has Arcane, neither has tokens, or damage.

1. Player 1 declares a Mind Control Attack from Brainiac 13.
2. Player 1 rolls a 9 making his attack total a 19, a successful attack.
3. Player 1 decides to have the Batman run away using Leap/Climb. No break away is needed, Batman is considered friendly to Brainiac 13 at this point.
4. Batman reaches his 8 speed limit and stops.
5. Player 1 puts one of his action tokens on Brainiac 13.
6. Player 1 gives Brainiac 13 a click of damage for each full hundred points of the character he controlled (in this case, 1 click because Batman's point value is 103).
7. Player 2 puts one of his action tokens on Batman. If Batman had a previous token on him, after step 4, he would normally have taken a click of push damage, but has Willpower, so wouldn't and after step 6, Batman would have two tokens. Player 1 only uses one action to Mind Control Batman, he does not use any of his actions to move (or attack) with the Batman. Player 2 uses none of his actions.

EXAMPLE #2: Player 1 has a 200 point force. At the beginning of his turn, he assigns a Mind Control action to Darkseid. Darkseid is successful and can assign an action to player 2's Arcane. Player 2's Arcane clocks Player 2's Booster Gold upside the head with a dumpster. Action tokens are placed on Player 1's Darkseid and Player 2's Arcane. Player 1 still has his second action and can assign it to his Steel, who KO's Player 2's Booster Gold. Player 2 whimpers and crawls under the table.

EXAMPLE #3: Player 1 has Prof X, Player 2 has SpiderMan, neither has tokens, or damage.

1. Player 1 declares a Mind Control Attack from Prof. Xavier.
2. Player 1 rolls a 9 making his attack total a 20, a successful attack.
3. Player 1 decides to have the SpiderMan run away using Leap/Climb. No break away is needed, SpiderMan is considered friendly to Prof. X at this point.
4. SpiderMan reaches his 10 speed limit and stops.
5. Player 1 puts one of his action tokens on Prof. X.
6. Player 1 gives Prof. X a click of damage for each full hundred points of the character he controlled (in this case, 1 click).
7. Player 2 puts one of his action tokens on SpiderMan. If SpiderMan had a previous token on him, after step 4, he would have taken a click of push damage and after step 6, SpiderMan would have two tokens. Player 1 only uses one action to Mind Control SpiderMan, he does not use any of his actions to move (or attack) with the SpiderMan. Player 2 uses none of his actions.

EXAMPLE #4: Player 1 has a 200 point force. At the beginning of his turn, he assigns a Mind Control action to Puppet Master. Puppet Master is successful and can assign an action to player 2's Hulk. Player 2's Hulk clocks Player 2's Bullseye upside the head with a dumpster. Action tokens are placed on Player 1's Puppet Master and Player 2's Hulk. Player 1 still has his second action and can assign it to his Wolverine, who KO's Player 2's Bullseye. Player 2 whimpers and crawls under the table.

If a figure can target more than one opposing figure with a single ranged attack, then they can attempt Mind Control on as many opponents as they have lightning bolt symbols next to their ranged attack number. (Steenbock, May 6, 2002)

If a character had no action tokens at the beginning of a turn, it could indeed be the target of two Mind Control attacks in a single turn. (Magister, August 14, 2002)

Mind Control can be either a close or ranged combat attack. (Magister, August 14, 2002)

LEAP/CLIMB. This character can leap or climb over characters and terrain. (Optional) When you give this character a move action, he can ignore the effects of other characters or hindering terrain on movement. This character may end his movement on top of outdoor blocking terrain. This character may make a close combat attack against a character [figure] in an adjacent square, regardless of the target's elevation.

Ground based figures with Leap/Climb can attack figures on elevated terrain, but cannot attack soaring figures.

Figures with this ability can move onto, and off of, outdoor blocking terrain, but cannot end their move on a Barrier.

Figures with this power do not have to roll for break away. The PAC specifically says they ignore the effects of characters. (Steenbock, May 16, 2002)

PHASING. This character may phase into another plane of reality and reappear someplace else on the battlefield. (Optional) Give this character a move action. Move this character in any direction a number of squares equal to his Speed value. Ignore the effects of all characters and terrain features on movement.

A flying character with Phasing can carry a friendly figure while phasing. For the purposes of this move, both figures are considered to be Phasing.

Phasing only works for the duration of a figure's move. The figure must be in a legal position at the end of his move.

Phasing characters may change elevation during their movement with no additional cost to movement.

Figures with this power do not have to roll for break away. The PAC specifically says they ignore the effects of characters. (Steenbock, May 16, 2002)

STEALTH. Hindering terrain blocks line of fire to this character. (Optional) Any line of fire drawn to this character that crosses hindering terrain, including the square that this character occupies, is treated as though it crosses blocking terrain.

An elevated figure can fire "over" hindering terrain, and thus can shoot a Stealth figure through intervening hindering terrain, except if the target Stealth figure is actually in a square containing hindering terrain.

A figure with the Outwit power cannot cancel the Stealth power of a figure that is in hindering terrain. Outwit requires a clear line of fire and the Stealth power states that "any line of fire drawn to this character that crosses hindering terrain, including the square that this character occupies, is treated as though it crosses blocking terrain." Since a clear LOF cannot be drawn to a Stealth figure that is in hindering terrain, that figure's Stealth cannot be Outwitted. [The same applies to Probability control.]

A figure with Stealth that is in the same square as an object is considered to be in hindering terrain.

A figure with Stealth on top of an object cannot be hit by ranged attacks, but can themselves make ranged attacks. (Steenbock, May

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RUNNING SHOT. This character can move and then make a ranged combat attack in the same action. (Optional) When you give this character a move action, he may move up to half his speed value and then make a ranged combat attack as if he had been given a ranged combat action. This ranged combat attack does not cost an extra action. This character may use any of his super powers that require a ranged combat action.

A figure with Stealth on top of an object blocks line of sight to any other figures behind them. (Steenbock, May 16, 2002)

Fliers can carry friendly figures with them while performing a Charge [or Running Shot]. They must, however, drop the friendly figure off before attacking.

A figure with the Running Shot power that begins its action in a square adjacent to an opposing figure must break away and physically move before using the power.

The "move portion" of a character's Running Shot action consists only of a "move up to half his speed value."

A Running Shot out of hindering terrain works at 1/4 the figure's initial speed. First the figure's move is halved (providing it does not have any powers or abilities that allow it to ignore the effects of terrain on movement) because it begins its move in hindering terrain, then the move is halved again if the figure chooses to use Running Shot.

Attack Super Powers

SMOKE CLOUD. This character generates a cloud of smoke or darkness. (Optional) Give this character a move action, but do not move him. This character creates 4 squares of hindering terrain anywhere within the character's range. Place 4 hindering terrain markers on the map using the following guidelines: all 4 squares of hindering terrain marker must be in adjacent squares and they cannot be placed in the same space as a character, object or terrain feature. Any line of fire that passes through these squares—including the diagonal corner where two hindering terrain markers are adjacent—is subject to hindering terrain modifiers for combat and for movement. This terrain is not elevated and can be flown over. This barrier remains in place until the beginning of your next turn.

The 4 squares of hindering terrain can be placed "anywhere in the character's range" regardless of line of fire. You must place all 4 tokens.

A soaring figure may use this power.

Characters are affected by Smoke Cloud markers per the normal rules for hindering terrain.

Characters with Smoke Cloud and a range of zero may only place the smoke cloud in squares adjacent to the character.

POISON. This character has a poison or toxin that damages his target. (Optional) At the beginning of your turn, this character delivers 1 click of damage to each opposing character in an adjacent square.

PSYCHIC BLAST. This character fires a mental blast. (Optional) Ranged combat attacks made by this character ignore any power that reduces damage.

Psychic Blast attacks ignore the effects of Impervious.

SUPER STRENGTH. This character can pick up objects and use them as weapons to inflict additional damage. (Optional) During a move action, this character may pick up and carry an object from an adjacent square [or the square he occupies] at no additional cost. Objects increase the damage of a close combat attack and can be thrown (see the Objects section of the rulebook). If a character loses this power while holding an object, immediately place the object in the square he occupies.

If figure with Super Strength is carrying an object, that figure's Super Strength power is not optional (it cannot be "turned off.").

BLADES/CLAWS/FANGS. This character can use a close combat action to deliver 1 to 6 clicks of damage. (Optional) Give this character a close combat action. If the attack succeeds, roll 1 six-sided die. This is the number of clicks of damage you inflict on the target figure instead of this character's normal damage value.

INCAPACITATE. This character may use either a close or ranged combat attack to add an action token to a target figure. (Optional) Give this character a close combat or ranged combat action. Reduce his damage value to 0. When this character successfully hits a target figure and the target has 0 or 1 action tokens, place an action token on the target figure. Treat the target as if it was given a non-pass action. If a target figure is given its second action token, it is considered pushed and takes 1 click of pushing damage. This power has no effect on characters that already have 2 action tokens.

Incapacitate may be used on the same figure twice in a round. This will only happen if a character has both Incapacitate and Flurry or if the same character is attacked twice in the same round by two different characters that both use Incapacitate on the same target.

A critical hit with Incapacitate will cause 1 click of damage to the target.

ENERGY EXPLOSION. This character's ranged combat attack can affect all figures in squares adjacent to the target. (Optional) Give this character a ranged combat action and reduce his damage value to 1. A successful ranged combat attack affects the target character [figure] and every character [figure] in a square adjacent to the target, delivering 1 click of damage to each character [figure] successfully hit. Make only one attack dice roll; compare that result to the defense value of the target character and every character [figure] in a square adjacent to the target.

If you miss the primary target of an Energy Explosion attack, you miss the adjacent figures as well. The "splash damage" effect is triggered by a successful attack on the declared target.

Energy Explosion does not affect objects or terrain it only affects characters. A character with the Energy Explosion power that wishes to destroy a square of terrain or an object must turn off Energy Explosion in order to affect it.

All figures that take damage from this attack will suffer knockback, if it occurs. They all must move away from the figure that attacked, starting with those furthest away from the attacker.

Energy Explosion works like this: I target an opposing figure A that is adjacent to a couple other figures, B and C. A's defense is 17, B's 16, C's 18.

1. If my roll + my attack value equals 18--a successful ranged combat attack (as A's defense is lower than my 18). I compare

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this 18 to the defense values of B and C, since it is equal to or higher than both values, I have hit them as well. I give one click of damage to each A, B, and C.

2. My roll + my attack value equals 17--a successful ranged combat attack (as A's defense is equal to my 17). I compare this 17 to the defense values of B and C, and it is higher than B's but lower than C's. I hit A and B, but not C, for one click of damage each.

3. My roll + my attack value equals 16--a failed ranged combat attack (as A's defense is higher than my 16). I miss A, B, and C.

If a figure with this power can attack multiple targets, Energy Explosion can be used on all of them. All the damage done by each "explosion" takes place at the same time, so Toughness & Invulnerability can only stop part of the total damage.

Energy Explosion with multiple attacks and using shield agents an example: Two opposing figures, A and B, are adjacent to each other. I have a character with two lightning bolts and the Energy Explosion power. I use Energy Explosion on both A and B, then my adjacent S.H.I.E.L.D. agent enhances the damage. I roll high enough to hit both, so A gets hit for 2 (1 + 1 for S.H.I.E.L.D.) B, adjacent, gets "splash damage" for 2 (1 + 1 for S.H.I.E.L.D.) B gets hit for 2 (1 + 1 for S.H.I.E.L.D.) A, adjacent, gets hit for 2 (1 + 1 for S.H.I.E.L.D.) A and B receive a total of 4 damage each.

PULSE WAVE. This character's ranged combat attack can affect every figure within half his range value. (Optional) Give this character a ranged combat action. Reduce his range value by half. Draw lines of fire to every figure (friendly and opposing) within range in every direction. These lines of fire are never blocked by figure bases, but are affected normally by terrain. If clear lines of fire can be drawn to two or more figures within range, Energy Pulse will inflict 1 click of damage on each figure successfully hit. If there is only a clear line of fire to a single figure, Energy Pulse will deliver this character's normal damage if the target is successfully hit.

Pulse Wave does not target characters. The Skrull team ability does not work against Pulse Wave.

When a only a single figure is in range of a Pulse Wave, that figure is the target, and that target may use Impervious or Super Senses to dodge it/reduce the damage. The Skrull team ability still will not work, as Pulse Wave doesn't distinguish between friendly and opposing figures.

STEAL ENERGY. This character heals himself with a successful close combat attack. Give this character 1 click of healing when he applies clicks of damage to a figure during a close combat attack.

TELEKINESIS. This character can use a close combat attack to move another figure or object. The object can be used as a weapon. (Optional) Give this character a close combat action. The attack does no damage. If the attack is successful, move the target figure up to 10 squares in any direction, ignoring hindering terrain and figure bases. This character must have a clear line of fire to the destination square. This character may also move friendly figures and objects in squares adjacent to him (without making an attack roll). The target figure or object may not be placed in blocking terrain. This character may use Telekinesis in order to use an object as a weapon (see the Objects section of the rulebook).

Figures moved with telekinesis do not suffer damage as a result of the square they are moved into, i.e. Telekinesis cannot be used to slam a figure into a wall, or knock them off a building.

You do have to make an attack roll when attempting to hit someone with a levitated object.

You must have a clear line of fire to the target of a Telekinesis attack or to the target square of a Telekinesis move.

Figures or objects that are at different elevation levels are not adjacent, so a figure on elevated terrain cannot levitate an object that is on the ground.

You can't telekinetically levitate a phasing figure through a wall, for two reasons: 1) You need to give the Phasing figure a move action to use the Phasing power, which you can't do while activating the Telekinetic figure. And 2) you need to be able to see your target space with Telekinesis, and you can't see through walls.

A roll of doubles in a successful attack to move an opposing figure using Telekinesis does not generate knockback. A critical hit does (just as with Mind Control) inflict one click of damage.

A character with Telekinesis may use that power to move a figure that is holding an object.

When using Telekinesis to move another figure, line of sight is only required to the target square. It is not needed for every square along the way. (Steenbock, May 16, 2002)

When a figure uses Telekinesis, the object or figure being TK'ed does not block the TK'er line of sight. (Steenbock, May 25, 2002)

There can only be one target/object in a Telekinesis attack. (Chapeau, September 25, 2002)

Defense Super Powers

WILLPOWER. This character takes no damage from a push. (Optional). A character with Willpower takes no damage from pushing. He still receives 2 tokens to indicate that a push has happened, but takes no damage.

It doesn't matter how a character with the Willpower power gets pushed - it takes no damage from pushing. (Magister, August 6, 2002)

IMPERVIOUS. This character reduces damage delivered to him. (Optional) When this character is the target of a successful attack (either close or ranged combat) roll 1 six-sided dice. On a result of 5 or 6, the attack misses completely and the character takes no damage. On a result of 1 to 4, the attack hits, but reduce the damage by 2.

Impervious has no effect on knockback damage generated by a Force Blast, "splash" damage generated by an Energy Explosion attack, or Poison damage. In none of these cases is the Impervious figure the target of an attack.

Impervious only works when the figure is the target of an attack. (Magister, August 14, 2002)

MASTERMIND. This character can deflect damage onto a teammate in an adjacent square. (Optional) When this character is the target of a successful attack (either close or ranged combat), all the damage it would normally receive from the attack can be inflicted instead on any friendly character with a lower point value in an adjacent square. Any damage-reducing powers possessed by the character receiving the damage reduce this damage per the standard rules.

Mastermind can deflect damage generated by a Psychic Blast.

Mastermind does not reduce the damage, it just transfers it.

Using Mastermind, you can only redirect the damage to a single teammate in an adjacent square. The descriptor says onto 'a' teammate, indicating a single teammate. (Chapeau, September 24, 2002)

A character with Mastermind may give the results of the attack (damage, knockback, etc.) to a friendly, lower-cost, adjacent character. The character that takes the damage may use any damage reducing super powers that reduce damage from super power effects. That's why Impervious can't be used; it doesn't reduce damage from super power effects like Toughness does, it only reduces damage from an attack. (Chapeau, September 25)

ENERGY SHIELD/DEFLECTION. This character's defense is improved against ranged combat attacks. Increase this character's defense value by 2 versus ranged combat attacks that target or can affect him.

SUPER SENSES. This character can avoid being hit in combat. (Optional) When this character is successfully hit by a ranged or close combat attack, roll 1 six-sided die. On a result of 5 or 6, the attack misses this character instead.

Super Senses takes place after a successful hit. A Critical Hit may be automatic, but it's still a "successful hit" and thus can be avoided with Super Senses. (Steenbock, May 16, 2002)

Super Senses can be used against any ranged or close combat attack. (Magister, September 9, 2002)

BARRIER. This character can create up to [must create] **4 squares of blocking terrain. (Optional)** Give this character a move action, but do not move him. This character creates 4 squares of blocking terrain anywhere within the character's range. Place 4 Barrier markers on the map using the following guidelines: all 4 squares of blocking terrain must be in adjacent squares [squares adjacent to each other] and they cannot be placed in the same space as a character, object or terrain feature. A character cannot move or fire through the diagonal corner where two Barrier markers [a Barrier marker and blocking terrain] are touching. This barrier uses all the standard rules for blocking terrain. This terrain is not elevated and can be flown over. This barrier remains in place until the beginning of your next turn.

A clear line of fire is not required to use this ability. At least one Barrier marker placed must be within this character's range.

A soaring figure may use this power. Soaring, hovering and grounded characters are affected by Barrier markers per the rules for blocking terrain.

This can be created _anywhere_ within the figures range, whether they can see the spaces or not.

A Barrier can be destroyed. Per the PAC description: "This barrier uses all the standard rules for blocking terrain."

While it does require a move action to create a barrier, the figure using it does not need to roll to break away.

No attacks - either close or ranged - can be made through a Barrier, and since both figures are on opposite sides of blocking terrain (i.e., the Barrier), no break away roll will be needed.

Figures with the Leap/Climb power cannot end their move on top of a Barrier.

Hindering terrain (broken wall) is a "terrain feature", and thus a Barrier marker cannot be placed in a square that already contains a broken wall marker. (Steenbock, May 24, 2002)

TOUGHNESS. This character reduces damage delivered to him by 1 click. Subtract 1 from any damage inflicted on this character by ranged or close combat attacks, or by super power effects that inflict [deliver] damage. Toughness does not reduce pushing or critical-miss damage.

Toughness stops 1 point of damage per attack, so any time a die roll is made to hit the character with Toughness, it "resets" and stops another point of incoming damage.

DEFEND. This character can share his defense value with friendly figures in adjacent squares. (Optional) Any friendly figure in a square adjacent to this character may use this character's defense value instead of its own.

The transitive property of Defend illustrated: ABC
A has Defend, his defense is 18
B has Defend, his defense is 17
C does not have Defend, his defense is 15.
A can share his defense with B, making B's defense 18. B can share his defense (now 18) with C, making C's defense 18 as well.

Black **X** **REGENERATION. This character can heal himself up to 4 clicks. (Optional)** Give this character a move action, but do not move him. Roll 1 six-sided die and subtract 2 from the result. Treat a negative result as 0. The result is the number of clicks that are healed on this character's combat dial.

Grey **X** **INVULNERABILITY. This character reduces damage delivered to him by 2 clicks.** Subtract 2 from any damage inflicted on this character by ranged or close combat attacks, or super powers that deliver damage. Invulnerability does not reduce pushing or critical miss damage.

Invulnerability stops 2 points of damage per attack, so any time a die roll is made to hit the invulnerable character, it "resets" and stops 2 more points of incoming damage.

Damage Super Powers

Purple

CLOSE COMBAT EXPERT. This character adds 2 to his damage when making successful single-target close combat attacks. (Optional) This power does not work with other super powers (such as Super Strength or Enhancement).

This power does not work with any other powers except Probability Control, even if the other power's description suggests otherwise. To elaborate:

- The attacking player's other characters can effect the defending/targeted character, but the attacking character can't be the one using the other powers. See the example under "Ranged Combat Expert."
- If a character has Close Combat Expert and wants to use it to attack he can't have his combat values altered from the printed values in any way by himself or a friendly figure (via Perplex, Enhancement, or other Power.) in that turn. A friendly figure may use Support on the figure with Close Combat Expert because the printed values are not being altered.
- In addition he can't use Charge and Close Combat Expert in the same turn.
- Finally, he cannot use any attack powers in the same turn as he uses Close Combat Expert.

Ranged Combat Expert and Close Combat Expert cannot be used with any power except Probability Control. The attacking player's other characters can effect the defending/targeted character, but the attacking character can't be the one using the other powers. For example:

- Attackers: Joker, The Key, Braniac 13
- Defenders: Superman
- Joker may Perplex Superman's Defense by -1, The Key Outwits Superman's Impervious, and Brainiac 13 attacks using Ranged Combat Expert. Even though Brainiac 13 has Psychic Blast as well, he can't use that along with Ranged Combat Expert.

(Magister, September 8, 2002)

Brown

PERPLEX. By behaving in a misleading or unpredictable fashion, this character makes opponents less effective in combat. (Optional) Once during your turn, this character may add or subtract 1 to any Combat Value (including Range) for any character in the game. This effect lasts for the duration of your turn. This character must be within 10 squares of the affected character and have a clear line of fire to that character. If the perplexed character is damaged or healed during the turn, the effect ends.

Perplex does not require an action. Perplex can be used if the figure has 0, 1 or 2 action tokens, and can be used even after the figure has been given an action for the turn.

Perplex requires a clear line of fire. It is not, however, a ranged attack action and therefore is not subject to restrictions specific to ranged attacks. Exception: when used against a soaring figure, Perplex is subject to the same half range reduction as a ranged attack (15)

A figure with Perplex may use that power on itself.

Perplex must be used either before or after another action. You cannot use Perplex in the middle of another action.

Perplex can be stacked.

Perplex can affect range, attack, defense, speed, and damage values.

All static values (with the exception of Range) cannot be altered. (Chapeau, September 25, 2002)

Dark Blue

SHAPE CHANGE. This character can change his shape to deceive opponents. When this character is chosen as the target of an attack, roll 1 six-sided die. On a result of 6, the attack cannot be made; the character has fooled the attacker by appearing as a friendly character. The attacker must choose another target or use that character to take a different action instead.

Green

ENHANCEMENT. This character increases the damage delivered by friendly ranged combat attacks. (Optional) Any friendly figure given a ranged combat action while in a square adjacent to this character will inflict 1 extra click of damage to any opposing figure(s) successfully hit by the attack.

Red

RANGED COMBAT EXPERT. This character adds 2 to their damage for successful single-target ranged combat attacks. [(Optional)] This power does not work with other super powers (such as Super Strength or Enhancement).

This power does not work with any other powers except Probability Control, even if the other power's description suggests otherwise. To elaborate:

- The attacking player's other characters can effect the defending/targeted character, but the attacking character can't be the one using the other powers. Example: Attackers: Joker, The Key, Brainiac 13; Defenders: Superman. Joker may Perplex

Superman's Defense by -1, The Key Outwits Superman's Impervious, and Brainiac 13 attacks using Ranged Combat Expert. Even though Brainiac 13 has Psychic Blast as well, he can't use that along with Ranged Combat Expert.

- If a character has Ranged Combat Expert and wants to use it to attack he can't have his Combat Values altered from the printed values in any way by himself or a friendly figure (via Perplex, Enhancement, or other Power.) in that turn. A friendly figure may use Support on the figure with Ranged Combat Expert because the printed values are not being altered.
- In addition he can't use Running Shot and Ranged Combat Expert in the same turn.
- Finally, he cannot use any Attack Super Powers in the same turn as he uses Ranged Combat Expert.

While Ranged Combat Expert cannot be used in connection with other powers, it can be used in connection with team abilities. Thus, while a Ranged Combat Expert attack cannot be enhanced, a S.H.I.E.L.D. figure could add a click of damage to that attack by using the S.H.I.E.L.D team ability.

Ranged Combat Expert and Close Combat Expert cannot be used with any power except Probability Control. The attacking player's other characters can effect the defending/targeted character, but the attacking character can't be the one using the other powers. For example:

- Attackers: Joker, The Key, Brainiac 13
- Defenders: Superman
- Joker may Perplex Superman's Defense by -1, The Key Outwits Superman's Impervious, and Brainiac 13 attacks using Ranged Combat Expert. Even though Brainiac 13 has Psychic Blast as well, he can't use that along with Ranged Combat Expert.

(Magister, September 8, 2002)

PROBABILITY CONTROL. This character allows you to re-roll a dice roll during your turn and forces an opponent to re-roll a dice roll during their turn.

(Optional) Once during your turn, this character allows you to re-roll one dice roll. Use the re-rolled result instead of the original result. This character must be within 10 squares of the figure performing the action and have a clear line of fire to that figure. Also, at any time during one opponent's turn, this character forces him to re-roll one dice roll. Use the re-rolled result instead of the original result. This character must be within 10 squares of the figure performing the action and have a clear line of fire to that figure. In multiplayer games, you may use this power only once when it is not your turn. This power does not cost an action to use.

Probability Control allows you to reroll (or force the reroll of) "a dice roll." "A dice roll" can consist of either one or two dice. You must reroll the entire roll if you rolled two dice the first time, you must roll two the second time.

Probability Control requires a clear line of fire. It is not, however, a ranged attack action and therefore is not subject to restrictions specific to ranged attacks. Exception: when used against a soaring figure, Probability Control is subject to the same half range reduction as a ranged attack.

Probability Control does not require an action. Probability Control can be used if the figure has 0, 1 or 2 action tokens, and can be used even after the figure has been given an action for the turn.

A figure with Probability Control may use that power on itself. For example: Scarlet Witch misses an attack roll, she can use her own power to reroll, if she hasn't used it already this turn.

Probability Control can be used once on your turn and once on an opponent's turn. You can use Probability Control on an opponent's turn to reroll a dice roll that you made (i[.]e. Super Senses or the Skrull team ability.)

BATTLE FURY. This character may not be given a ranged combat action. This character is also immune to Mind Control and cannot be carried.

Battle Fury prevents a figure from being given a ranged combat action. It does not prevent that figure from being the target of a ranged combat action.

Battle Fury does not prevent a figure from being captured.

SUPPORT. This character can heal friendly characters.

(Optional) Give this character a close combat action with a friendly character [figure] as the target. Neither character [figure] may be adjacent to an opposing character [figure]. Ignore all modifiers to the close combat attack. If the attack succeeds, roll 1 six-sided die and give that many clicks of healing [heal that many clicks] to the target character [figure].

OUTWIT. This character can use intelligence, experience and luck to cancel one super power of another character. (Optional) Once during your turn, this character may "turn off" a super power on a target [opposing] character; treat the target as if it does not have the cancelled power. That power remains cancelled until the beginning of your next turn. This character must be within 10 squares of

If a figure loses or "turns off" Outwit for any reason any power they were currently Outwitting is immediately re-activated.

Outwit does not require an action. Outwit can be used if the figure has 0, 1 or 2 action tokens, and can be used even after the figure has been given an action for the turn.

Outwit requires a clear line of fire. It is not, however, a ranged attack action and therefore is not subject to restrictions specific to

the target and have a clear line of fire to that character [figure]. Instead of a power, you may choose to cancel a flying character's ability to soar. The soaring character is considered to be hovering for that turn. If this character loses Outwit or is defeated, the cancelled power returns immediately. This power does not cost an action to use.

ranged attacks. Exception: when used against a soaring figure, Outwit is subject to the same half range reduction as a ranged attack.

Outwit cannot be used in the middle of an action.

Outwit cannot turn off Team Abilities.

Barriers and Smoke Clouds cannot be Outwitted, only the ability to make them.

HeroClix turns aren't divided into phases. "During your turn" means at any point during your turn. "At the beginning of your turn" means before you take your first action. Yes, your Outwit from last turn ends as this turn begins, but because Outwit doesn't require an action you can Outwit someone's Toughness at the beginning of your turn, before Poison takes effect. (Magister, August 24, 2002)

LEADERSHIP. This character may add an action to your action total for the turn. At the beginning of your turn, roll 1 six-sided die. On a result of 4, 5 or 6, add one extra action to your normal action allotment for that turn. You may only gain one extra action each turn with this power, even if you have more than one figure with Leadership.

Marvel Team Abilities

Avengers: Avengers may perform a move action without using one of your actions for the turn. Mark any character who moves this way with an action token.

If using the Avengers or the Brotherhood team ability, the figure may use any Power it possesses to move, including flying. The figure can pick up objects or carry figures during this move. The figure cannot make any attacks during this move, even if it has a Power that would allow for it. The figure cannot use Powers that use a move action but do not physically move the figure (such a Barrier or Regeneration). If the figure makes an attack or uses a Power that requires a move action but does not physically move the figure the action must be taken from the player's total actions for that turn.

This ability can be used even if the figure fails a breakaway roll.

The Brotherhood: Brotherhood members may perform a move action without taking one of your actions for the turn. Mark any character who moves this way with an action token.

If using the Avengers or the Brotherhood team ability, the figure may use any Power it possesses to move, including flying. The figure can pick up objects or carry figures during this free move. The figure cannot make any attacks during this move, even if it has a Power that would allow for it. The figure cannot use Powers that use a move action but do not physically move the figure (such a Barrier or Regeneration). If the figure makes an attack or uses a Power that requires a move action but does not physically move the figure the action must be taken from the player's total actions for that turn.

This ability can be used even if the figure fails a breakaway roll.

Defenders: A Defender can use the highest defense value of any Defender in an adjacent square.

To use this ability, the characters must be adjacent.

The "Transitive property of Defend" (above) also applies to the Defenders team ability. The number value, unenhanced or aided by any power is the only value shared among these figures.

Defender figures can use the highest defense value of any Defender in an adjacent square. A Defender can use its own defense power, but can never use the defense power of another Defender.

1. Example: Defender A (defense 18 with Energy Shield/Deflection) is adjacent to Defender B (defense 16, no defense power). Defender B could use A's printed defense value, 18, but cannot benefit from A's Energy Shield/Deflection power.

2. Example: Defender A (defense 18 with Energy Shield/Deflection) is adjacent to Defender B (Defense 16 with Toughness). Defender B can use Defender A's printed defense value, 18, cannot use Defender A's Energy Shield/Deflection power, but can still use his own Toughness power.

"Defense value" (the number) and "defense super powers" (the color) are two different things. A Defender team member can use the highest defense value, but not the defense super powers, of any Defender in an adjacent square. (Magister, July 16, 2002)

Fantastic Four: When a member of the Fantastic Four team is defeated (shows 3 KOs in the stat slot), every other friendly Fantastic Four team member receives 1 click of healing.

Hydra: For each Hydra member adjacent to a friendly Figure making a ranged combat attack, add +1 to the attacker's attack value. The adjacent Hydra members must also have a clear line of fire to the target.

The Hydra figure has to have a clear Line of Fire to the target, but the target does not need to be within the Hydra figure's range.

The Hydra team ability does not give the Hydra figure an action counter.

Masters of Evil: When two or more members of the Masters of Evil are adjacent to an opposing character, they can all attack using only one of your actions. Mark any character who attacks this way with an action token.

When two or more members of the Masters of Evil are adjacent to the SAME opposing figure, they can all attack that opposing figure using only one of your actions. Mark any character who attacks this way with an action token. All other rules governing attack actions apply as normal.

Minions of Doom: Members of the Minions of Doom act as a wild card. They can use any team ability that any friendly Figure in play possesses. They can use multiple abilities on any one turn.

Figures with the Spiderman and Minions of Doom team abilities count as members of any friendly figures team. So, if SpiderMan is working with Defender figures, he can use one of their defense values if adjacent to them, or vice-versa.

A "wildcard" figure can only use one team ability at a time.

S.H.I.E.L.D.: A friendly Figure occupying a square adjacent to a SHIELD agent delivers 1 extra click of damage when it hits with a ranged combat attack. This counts as a move action for the SHIELD agent, though the character does not move.

Multiple S.H.I.E.L.D. agents can be used to provide multiple bonuses to a single friendly figure.

This ability activates at the same time as the ranged combat action of the adjacent friendly figure. Use of this ability is declared before the dice are rolled. The S.H.I.E.L.D. figures being used are assigned actions and tokens

whether or not the attack succeeds.

The S.H.I.E.L.D. figure does not have to be able to see the target that the friendly figure is shooting at, nor do they have to be within the S.H.I.E.L.D. figure's range.

The S.H.I.E.L.D. agent must be given one of your actions, and does get an action token.

S.H.I.E.L.D. team members can enhance an Incapacitate attack. (Magister, August 14, 2002)

Sinister Syndicate: Sinister Syndicate members can use the highest attack value of any Sinister Syndicate member in an adjacent square.

The transitive property of SS attack values illustrated:
ABC
all are members of the Sinister Syndicate team
A has an attack value of 10
B has an attack value of 9
C has an attack value of 7
B can use A's attack value, making B's attack value 10. C can use B's attack value (now 10), making C's attack value 10 as well.

Skrulls: When this character is chosen as the target of an attack, roll 1 six-sided die. On a result of 6, the attack cannot be made; the character has fooled the attacker by appearing as a friendly Figure. The attacker must choose another target or take a different action with that Figure instead.

If a character is prevented from attacking a Skrull figure because of a successful use of the Skrull team ability, that character may be assigned a pass action (do not place a token or count this action toward the number of actions allotted for your turn.)

If an Energy Explosion attack succeeds on the primary target, a Skrull cannot avoid "splash" damage using his team ability because he is not the target of the attack. For the same reason, the Skrull team ability cannot be used to avoid a Pulse Wave attack.

Spider-Man: Members of the Spider-Man team act as a wild card. They can use any team ability that any friendly Figure in play possesses. They can use multiple abilities on any one turn.

Figures with the Spiderman and Minions of Doom team abilities count as members of any friendly figures team. So, if SpiderMan is working with Defender figures, he can use one of their defense values if adjacent to them, or vice-versa.

A "wildcard" figure can only use one team ability at a time.

X-Men: Two X-Men occupying adjacent squares can exchange 1 click of damage. Give one X-Man 1 click of damage and give the other X-Man 1 click of healing. This counts as a move action for the X-Man who takes damage, though the character does not move.

In order to use the X-Men team ability, a click must be _exchanged_ from one X-Men to another, you cannot simply apply a click of damage to one of them.

This ability may be used once per turn per pair of X-Men figures.

The X-Men team ability can be used multiple times in one turn. For example, in a group of three adjacent X-Men, X-Man 'A' could give one click of damage to X-Man 'B' and one to X-Man 'C'. This heals 'A' two clicks, and gives 'B' and 'C' each one action and one click of damage. (Steenbock, May 18, 2002)

DC Team Abilities

Batman Ally: Any line of fire drawn to this character that passes through hindering terrain, including the square that this figure occupies, is treated as though it has been drawn through blocking terrain.

An elevated figure can fire "over" hindering terrain, and thus can shoot a Batman Ally through intervening hindering terrain, except if the target Batman Ally figure is actually in a square containing hindering terrain.

Batman Ally that is in the same square as an object is considered to be in hindering terrain.

Batman Enemy: A Batman enemy can use the highest attack value of any other Batman enemy in an adjacent square.

The transitive property of Batman Enemy attack values illustrated:
ABC all are members of the Batman Enemy team.
A has an attack value of 10
B has an attack value of 9
C has an attack value of 7
B can use A's attack value, making B's attack value 10. C can use B's attack value (now 10), making C's attack value 10 as well.

Green Lantern Corps: A member of the Green Lantern Corps can carry up to 8 friendly figures when they move by either soaring or hovering.

This power functions just like a normal carrying move (only with more potential passengers.) The Green Lantern Corps team member must begin and its move in hovering mode adjacent to the carried figures.

It doesn't matter which adjacent square they're in, just that they're in an adjacent square. (Magister, August 6, 2002)

Injustice League: When two or more members of the Injustice League are adjacent to an opposing figure, they can all attack using only one of your actions. Mark any character that attacks this way with an action token.

When two or more members of the Injustice League are adjacent to the SAME opposing figure, they can all attack that opposing figure using only one of your actions. Mark any character who attacks this way with an action token. All other rules governing attack actions apply as normal.

Justice League: Justice League members may perform a move action without using one of your actions for the turn. The character may not use this action to make an attack. Mark any character that moves this way with an action token.

If using the Justice League team ability, the figure may use any Power it possesses to move, including flying. The figure can pick up objects or carry figures during this free move. The figure cannot make any attacks during this move, even if it has a Power that would allow for it. The figure cannot use Powers that use a move action but do not physically move the figure (such a Barrier or Regeneration). If the figure makes an attack or uses a Power that requires a move action but does not physically move the figure the action must be taken from the player's total actions for that turn.

This ability can be used even if the figure fails a breakaway roll.

Justice Society: A member of the Justice Society can use the highest defense value of any Justice Society member in an adjacent square.

To use this ability, the characters must be adjacent.

Justice Society figures can use the highest defense value of any Justice Society team member in an adjacent square. A Justice Society team member can use its own defense power, but can never use the defense power of another Justice Society team member.
1. Example: Justice Society team member A (defense 18 with Energy Shield/Deflection) is adjacent to Justice Society team member B (defense 16, no defense power). Justice Society team member B could use A's printed defense value, 18, but cannot benefit from A's Energy Shield/Deflection power.
2. Example: Justice Society team member A (defense 18 with Energy Shield/Deflection) is adjacent to Justice Society team member B (Defense 16 with Toughness). Justice Society team member B can use Justice Society team member A's printed defense value, 18, cannot use Justice Society team member A's Energy Shield/Deflection power, but can still use his own Toughness power.

The transitive property of the Justice Society team ability illustrated:
ABC, all are Justice Society team members
A's defense is 18
B's defense is 17
C's defense is 15.
A can share his defense with B, making B's defense 18. B can share his defense (now 18) with C, making C's defense 18 as well. The number value, unenhanced or aided by any power is the only value shared among these figures.

Legion of Super Heroes: Members of the Legion of Super Heroes act as a wild card. They can use any team ability that any friendly figure in play possesses. They can use multiple abilities on any one turn.

Figures with the Legion of Super Heroes team ability count as members of any friendly figures team. So, if a Legion of Super Heroes figure is working with Batman Enemy figures, he can use the highest attack value of any adjacent Batman Enemy.

A "wildcard" figure can only use one team ability at a time.

Mystics: When this figure takes damage from any attack, it retaliates with a magical blast that does one click of damage to the attacker. This point of damage is not reduced by toughness, invulnerability or impervious. All other special abilities act as normal.

The Mystic team ability is not an attack, and therefore will not trigger if the Mystic team ability is used on another Mystic team member.

Police: For each police force member adjacent to a friendly figure making a ranged combat attack, add +1 to the attacker's attack value. The adjacent police force member must also have a clear line of fire to the target.

The Police figure has to have a clear line of fire to the target, but the target does not need to be within the Police figure's range.

The Police team ability does NOT give the Police figure an action counter.

Superman Ally: Characters on this team ignore the effects of hindering terrain (including team abilities that grant hindering terrain bonuses) on movement and combat.

Superman Enemy: If two Superman Enemies are adjacent, the figure with the highest point value has the Outwit super power. If that figure already has Outwit, this special ability does not work.

This team ability is in effect whenever the conditions are met (i.e. whenever two Superman Enemies are adjacent.)

The ability grants the Outwit power, so if the above conditions are met, it would be possible for an opposing character to Outwit this newly granted Outwit power.

If both adjacent Superman Enemies have the same point value, the controlling player chooses which one of them is granted the Outwit power.

The Outwit power is granted only while the conditions of the team ability are met. If the two Superman Enemies are no longer adjacent, the ability no longer functions and the power goes away.

This team ability does not change during an action, but only at the beginning/end of an action. Ex. Two Superman enemies of equal point value are adjacent. One of them moves 3 squares away, and then back as one move. The figure that had gained Outwit does not lose it, and they do not constitute a new pair, since they were only not adjacent for the duration of the move (at the beginning and end of the action, they were adjacent).

This power, works for each different pair of adjacent Superman Enemies. For example, if I have three Superman Enemies all adjacent to one another with point values 75, 60, and 44, there are three potential pairs: a) 75-60, b) 75-44, c) 60-44.
a) 75 is higher than 60, 75 gets Outwit.
b) 75 is higher than 44, but 75 already has Outwit--he cannot get it again.
c) 60 is higher than 44. 60 gets Outwit.

Titans: Two Titans occupying adjacent squares can exchange 1 click of damage. Give one Titan 1 click of damage and give the other Titan 1 click of healing. This counts as a move action for the Titan who takes damage, though the character does not move.

Tournament Rules

SEALED BOOSTER RULES

May 2002

Introduction

Welcome to Marvel *HeroClix: Infinity Challenge* tournaments! These events are designed to play fast and feature lots of fun and Marvel Mayhem!

Players should always have a great time at a *Marvel HeroClix: Infinity Challenge* tournament. Players can win prizes and honors at many different types of tournaments and, best of all, share the good fellowship that comes from playing a great game with great people.

Questions about a *Marvel HeroClix* tournament or these rules should be directed to the Judge running the event, or to WizKids.

This document contains rules for running *Marvel HeroClix* tournaments. The most recent version of this document can be found at our web site: www.wizkidsgames.com.

Official Rules

Marvel HeroClix tournaments use all of the following official rules, except where noted:

- The *Marvel HeroClix: Infinity Challenge* rulebook. A copy of the rulebook comes with every *Marvel HeroClix* booster, and is also available free for download at the WizKids web site.
- The *Marvel HeroClix* Powers & Abilities Card (PAC). A copy of the PAC comes with every *Marvel HeroClix* booster, and is also available free for download at the WizKids web site.
- Any official Errata and Rulings; and
- The WizKids tournament rules.

Please be sure that you are using the latest versions of all these official rules! Check the WizKids web site and official forums for the very latest *Marvel HeroClix* information.

Tournament Officials

Venue: The host of the tournament and one of the tournament officials. A Venue is almost always a retail store, a game club, or a convention. (For more information about Venues, please see the WizKids web site.)

Judge: A member of the WizKids Volunteer team, and one of the tournament officials. The Judge runs the event and handles all the administration and helps players with any rules questions. (For more information on Judges, please see the WizKids web site.)

Player Registration

Because WizKids does not rate and rank *Marvel HeroClix: Infinity Challenge* tournaments, online player registration is not necessary.

Pairing Players

The Sealed Booster tournament is played with two players opposing each other, so the tournament officials will pair up players into groups of two for each round of the tournament. The Venue or Judge chooses the pairing style for the tournament, and announces it before the tournament begins. WizKids recommends the Swiss-style format, because it guarantees that all players can participate in an equal number of rounds. For more information on pairing styles, please see the WizKids web site.

Rounds

Tournaments are played in rounds. A round ends when 50 minutes have passed, or when the turn limit of the scenario is reached, whichever comes first. If time is called to end a round, the game ends as soon as the current action is resolved.

Required Materials

All players must bring the following materials to the tournament:

- Sealed *Marvel HeroClix Infinity Challenge* boosters. The default number of boosters is 2, but players should check with the Venue or Judge before the tournament to ask about the correct number of boosters for the event.
- A *Marvel HeroClix Infinity Challenge* map.
- A copy of the *Marvel HeroClix Infinity Challenge* rulebook and Powers & Abilities Card (PAC).
- Object tokens, measuring tape, and dice.

Forces

The default build total of the force is 200 points. However, the tournament officials may choose any build total for the event, provided that the build total is always a multiple of 100 (100, 200, 300, etc.). Players should be able to build a very good 200-point force from the contents of 2 boosters; if the tournament officials use a build total that is higher than 200 points, more boosters should be used.

Players may use the same force for the entire tournament, or create a new force from the contents of their starters for every round.

Players may use only the *Marvel HeroClix* figures included in their sealed boosters.

Getting Ready to Play

After the Judge pairs up the players for Round 1, each player receives their unopened *Marvel HeroClix: Infinity Challenge* boosters. Players may not open their boosters until the Judge gives the signal to do so.

When the Judge gives the signal, players may open their boosters. Players should then count the figures in the box and check to be sure that all the contents are included. Each *Marvel HeroClix* booster contains 4 *Marvel HeroClix* figures.

If a booster is missing any figures, the player should immediately notify the tournament officials, who should replace the booster.

Players should verify that all their figures are tournament legal by comparing each figure's collector number, printed on its base, with the number printed in the window that is one click to the left of the starting position. A player who needs help verifying the figures should ask a Judge for assistance.

After the boosters are opened and the figures are verified, players have 10 minutes to prepare to play, as described on pages 5 through 7 of the rulebook. Choose the map by following the instructions on page 6 of the rulebook. The preparation period includes laying out the map, placing objects on the map, and assembling a force.

Scenarios

The default scenario for a Sealed Booster tournament is *Challenge of the Champions*, found on page 24 of the rulebook. WizKids recommends this scenario for Round 1 of all *Marvel HeroClix* Sealed Booster tournaments, and for all rounds of an event in which most of the players are new to *Marvel HeroClix*. If no other scenario is chosen by the tournament officials, players use *Challenge of the Champions*.

The tournament officials may decide to use any of the scenarios found on pages 24 through 26 of the rulebook. They may choose a different scenario for every round of the event. All players use the same scenario in the round (example: if the tournament officials choose *Winner Takes All* as the scenario for Round 3, all the players participating in Round 3 of the event use the *Winner Takes All* scenario).

Tournament officials may also create their own scenarios for Marvel HeroClix sealed booster tournaments. Tournament officials may also decide that no scenario is used for a tournament or a round.

Victory & Tie Breakers

Victory and tie breakers in each round are determined by the victory conditions of the scenario used. Refer to the scenario descriptions on pages 24 through 26 of the rulebook. If no scenario is used, victory and tiebreakers are determined by the victory conditions on pages 22 and 23 of the rulebook.

Need Some Help? If you have questions about these rules, WizKids tournaments, or *Marvel HeroClix*, please contact us. Visit www.wizkidsgames.com and click on "Help" for a list of WizKids departments and contact information, including email addresses.

HEAD-to-HEAD RULES

May 2002

Introduction

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Questions about a *Marvel HeroClix* tournament or these rules should be directed to the Judge running the event, or to WizKids.

This document contains rules for running *Marvel HeroClix* tournaments. The most recent version of this document can be found at our web site: www.wizkidsgames.com.

Official Rules

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Please be sure that you are using the latest versions of all these official rules! Check the WizKids web site and official forums for the very latest *Marvel HeroClix* information.

Tournament Officials

Venue: The host of the tournament and one of the tournament officials. A Venue is almost always a retail store, a game club, or a convention. (For more information about Venues, please see the WizKids web site.)

Judge: A member of the WizKids Volunteer team, and one of the tournament officials. The Judge runs the event and handles all the administration and helps players with any rules questions. (For more information on Judges, please see the WizKids web site.)

Player Registration

Because WizKids does not rate and rank *Marvel HeroClix: Infinity Challenge* tournaments, online player registration is not necessary.

Pairing Players

The Head-to-Head tournament is played with two players opposing each other, so the tournament officials will pair up players into groups of two for each round of the tournament. The Venue or Judge chooses the pairing style for the tournament, and announces it before the tournament begins. WizKids recommends the Swiss-style format, because it guarantees that all players can participate in an equal number of rounds. For more information on pairing styles, please see the WizKids web site.

Rounds

Tournaments are played in rounds. A round ends when 50 minutes have passed, or when the turn limit of the scenario is reached, whichever comes first. If time is called to end a round, the game ends as soon as the current action is resolved.

Required Materials

All players must bring the following materials to the tournament:

- A force *Marvel HeroClix* figures. The default build total is 200 points, but the tournament officials may choose to use forces of 300, 400, 500, or even more points. Check with the Venue or Judge before the tournament to ask about the correct build total for the event. Players use the same force for the entire event.
- A *Marvel HeroClix Infinity Challenge* map.
- A copy of the *Marvel HeroClix Infinity Challenge* rulebook and Powers & Abilities Card (PAC).
- Object tokens, measuring tape, and dice.

Getting Ready to Play

After players are paired up for Round 1, the Judge announces a preparation period (usually from 5 to 10 minutes). During this time, players should get ready to play the game, as described on pages 5 through 7 of the rulebook. Choose the map by following the instructions on page 6 of the rulebook. The preparation period includes laying out the map, placing objects on the map, and making sure the figures are legal.

Forces may contain only *Marvel HeroClix Infinity Challenge* figures. The Judge may wish to verify that all the figures are tournament legal by comparing each figure's collector number, printed on its base, with the number printed in the window that is one click to the left of the starting position. If an illegal figure is discovered in a player's force, the Judge may allow the player a short period of time to replace the illegal figure, disqualify the player from the round and allow the player to replace the figure before the start of the next round, or disqualify the player from the tournament, at his or her discretion.

Scenarios

The default scenario for a Head-to-Head tournament is *Challenge of the Champions*, found on page 24 of the rulebook. WizKids recommends this scenario for Round 1 of all *Marvel HeroClix* Head-to-Head tournaments, and for all rounds of an event in which most of the players are new to *Marvel HeroClix*. If no other scenario is chosen by the tournament officials, players use *Challenge of the Champions*.

The tournament officials may decide to use any of the scenarios found on pages 24 through 26 of the rulebook. They may choose a different scenario for every round of the event. All players use the same scenario in the round (*example*: if the tournament officials choose *Winner Takes All* as the scenario for Round 3, all the players participating in Round 3 of the event use the *Winner Takes All* scenario).

Tournament officials may also create their own scenarios for *Marvel HeroClix* sealed starter tournaments. Tournament officials may also decide that no scenario is used for a tournament or a round.

Victory & Tie Breakers

Victory and tie breakers in each round are determined by the victory conditions of the scenario used. Refer to the scenario descriptions on pages 24 through 26 of the rulebook. If no scenario is used, victory and tiebreakers are determined by the victory conditions on pages 22 and 23 of the rulebook.

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SEALED STARTER RULES

May 2002

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This document contains rules for running *Marvel HeroClix* tournaments. The most recent version of this document can be found at our web site: www.wizkidsgames.com.

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Marvel HeroClix tournaments use all of the following official rules, except where noted:

- The *Marvel HeroClix: Infinity Challenge* rulebook. A copy of the rulebook comes with every *Marvel HeroClix* starter, and is also available for download at the WizKids web site.
- The *Marvel HeroClix* Powers & Abilities Card (PAC). A copy of the PAC comes with every *Marvel HeroClix* starter, and is also available for download at the WizKids web site.
- Any official Errata and Rulings; and
- The WizKids tournament rules.

Please be sure that you are using the latest versions of all these official rules! Check the WizKids web site and official forums for the very latest *Marvel HeroClix* information.

Tournament Officials

Venue: The host of the tournament and one of the tournament officials. A Venue is almost always a retail store, a game club, or a convention. (For more information about Venues, please see the WizKids web site.)

Judge: A member of the WizKids Volunteer team, and one of the tournament officials. The Judge runs the event and handles all the administration and helps players with any rules questions. (For more information on Judges, please see the WizKids web site.)

Player Registration

Because WizKids does not rate and rank *Marvel HeroClix: Infinity Challenge* tournaments, online player registration is not necessary.

Pairing Players

The sealed starter tournament is played with two players opposing each other, so the tournament officials will pair up players into groups of two for each round of the tournament. The Venue or Judge chooses the pairing style for the tournament, and announces it before the tournament begins. WizKids recommends the Swiss-style format, because it guarantees that all players can participate in an equal number of rounds. For more information on pairing styles, please see the WizKids web site.

Rounds

Tournaments are played in rounds. A round ends when 50 minutes have passed, or when the turn limit of the scenario is reached, whichever comes first. If time is called to end a round, the game ends as soon as the current action is resolved.

Required Materials

All players must bring the following materials to the tournament:

- A sealed *Marvel HeroClix: Infinity Challenge* starter box. Players may be required to purchase their starters from the Venue that is hosting the tournament. In this case, the players receive the starters as part of the event registration fee.

Getting Ready to Play

After the Judge pairs up the players for Round 1, each player receives one unopened *Marvel HeroClix: Infinity Challenge* starter box. Players may not open their starters until the Judge gives the signal to do so.

When the Judge gives the signal, players may open their starters. Players should then count the figures in the box and check to be sure that all the contents are included. Each *Marvel HeroClix* starter contains 8 Marvel HeroClix figures, 1 rulebook, 1 map, 1 Powers & Abilities Card (PAC), 6 tokens, 2 markers, and 2 dice.

If a starter is missing any figures or any of the contents, the player should immediately notify the tournament officials, who should replace the starter.

Players should verify that all their figures are tournament legal by comparing each figure's collector number, printed on its base, with the number printed in the window that is one click to the left of the starting position. A player who needs help verifying the figures should ask a Judge for assistance.

After the starters are opened and the figures are verified, players have 10 minutes to prepare to play, as described on pages 5 through 7 of the rulebook. Choose the map by following the instructions on page 6 of the rulebook. The preparation period includes laying out the map, placing objects on the map, and assembling a force.

Forces

The default build total of the force is 200 points. However, the tournament officials may choose any build total for the event, provided that the build total is always a multiple of 100 (100, 200, 300, etc.).

Players may use the same force for the entire tournament, or create a new force from the contents of their starters for every round.

Players may use only the *Marvel HeroClix* figures included in their sealed starters.

Scenarios

The default scenario for a sealed starter tournament is *Challenge of the Champions*, found on page 24 of the rulebook. WizKids recommends this scenario for Round 1 of all *Marvel HeroClix* sealed starter tournaments, and for all rounds of an event in which most of the players are new to *Marvel HeroClix*. If no other scenario is chosen by the tournament officials, players use *Challenge of the Champions*.

The tournament officials may decide to use any of the scenarios found on pages 24 through 26 of the rulebook. They may choose a different scenario for every round of the event. All players use the same scenario in the round (*example*: if the tournament officials choose *Winner Takes All* as the scenario for Round 3, all the players participating in Round 3 of the event use the *Winner Takes All* scenario).

Tournament officials may also create their own scenarios for Marvel HeroClix sealed starter tournaments.

Tournament officials may decide that no scenario is used for a tournament or a round.

Victory & Tie Breakers

Victory and tie breakers in each round are determined by the victory conditions of the scenario used. Refer to the scenario descriptions on pages 24 through 26 of the rulebook. If no scenario is used, victory and tiebreakers are determined by the victory conditions on pages 22 and 23 of the rulebook.

Need Some Help?

If you have questions about these rules, WizKids tournaments, or Marvel HeroClix, please contact us. Visit www.wizkidsgames.com and click on "Help" for a list of WizKids departments and contact information, including email addresses.

WizKids Tournament Sanctioning Policy

Effective Date: January 13th, 2003

Introduction

Welcome to *Mage Knight* tournaments! *Mage Knight* events are designed to play fast and feature lots of fun and exciting action.

Players should always have a great time at a sanctioned *Mage Knight* tournament. Whether they win or lose, their efforts never go unnoticed. WizKids tracks the results of its sanctioned tournaments and provides players with ratings and rankings they can compare with others. Players can win prizes and honors at many different types of tournaments and share the good fellowship that comes from playing a great game with great people.

Questions about a sanctioned tournament or these rules should be directed to the Warlord running the event or to WizKids.

This document contains the rules for playing and running sanctioned *Mage Knight* Head to Head tournaments. WizKids requires that all sanctioned *Mage Knight* events be run in compliance with these rules. The most recent version of this document is posted on the WizKids web site: www.wizkidsgames.com/mageknight/, choose the "Events" link on the left-hand navigation bar.

1. EVENT SANCTIONING

Sanctioned WizKids events are those WizKids has approved. Sanctioned tournaments receive free prize support, and the results of sanctioned events are entered into the WizKids Approved Play database so that players may view their individual ratings and rankings online.

Sanctioned events must be created by, and held at, a registered Venue. Sanctioned events must be run by a registered Volunteer judge (*Mage Knight* and MK Dungeons Volunteers are called "Warlords.").

No more than one sanctioned event may be run by any single volunteer at one time over any four-hour period. For example, Collectable Worlds (a venue), has signed up a *Mage Knight* Campaign and a *MechWarrior* demo. If both of these events are to run in the same time slot, a different volunteer will be needed for each event. Alternatively, the same volunteer may run both events as long as they occur at least four hours apart.

WizKids reserves the right to reject or terminate sanctioning privileges for noncompliance with its policies. For more information on how to sanction and run an official WizKids event, or to become a registered Venue or Volunteer, please visit the WizKids website or contact WizKids directly.

2. PLAYER ELIGIBILITY

Any player may participate in a sanctioned WizKids event except the following:

- Corporate employees of WizKids LLC, and members of their immediate families.
- The Venue, Volunteer, and tournament officials of record
- Players who are suspended by WizKids from its tournaments.

3. VENUE RESPONSIBILITIES

Sanctioned WizKids events must be created by and held at registered Venues. Specific Venue responsibilities include:

- Choosing the location, date and time that the tournament will take place.
- Creating the event and approving the Volunteer using the WizKids online database.
- Providing all materials necessary to run the event (tables, chairs, product for certain event formats, etc.)
- Staffing the event with all necessary officials.
- Advertising the event in advance of the event date. Retaining a verified copy of the event results for one year.
- Ensuring that the event runs in a manner that is fun, fair and consistent with all sanctioned WizKids event rules and policies.

4. VENUE POLICIES

Retail stores, conventions, and game clubs may register as Venues.

Conventions. Conventions must meet the following requirements:

- Provide a verifiable public location for holding sanctioned events.
- Provide a valid shipping address for prize support (WizKids cannot ship to Post Office boxes).

Game Clubs. Game club must meet the following requirements:

- Register all members online through WizKids website.
- Register a minimum of 8 members.
- Provide WizKids with a complete list of registered members.
- Include at least one registered Volunteer judge among its members.
- Provide a valid shipping address for prize support (WizKids cannot ship prizes to Post Office boxes).
- Provide a valid phone number.
- Provide a verifiable public location for holding sanctioned events.
- Run no more than one (1) sanctioned event in each WizKids universe (*Mage Knight*, MK Dungeons, etc.) in each calendar month, including Marquee Tournaments.

Game clubs registering on or after January 1, 2002 must complete these requirements before receiving WizKids approval. Game clubs that were registered prior to January 1, 2002 must complete these requirements no later than January 31, 2002.

Retail Stores. Retail stores must meet the following requirements:

- Provide a verifiable public location for holding sanctioned events.
- Provide verifiable federal and state tax ID numbers when requested.
- Provide a valid shipping address for prize support (WizKids cannot ship prizes to Post Office boxes).
- Provide a valid public telephone number.

5. VOLUNTEER RESPONSIBILITIES

Sanctioned WizKids tournaments require the presence of a registered Volunteer to act as the designated head judge during play. Any number of judges may be present at a given event. If there is only one judge present, that judge is automatically the head judge; when there is more than one judge, one should be designated as the head judge. The head judge is the final authority on all matters related to the rules and procedures of the event, and his or her decisions are final. The Volunteer judge and the Venue may be, but do not have to be, the same individual. All judges are responsible for the following:

- Interpreting rules and adjudicating disputes.
- Acting in a fair and impartial manner.
- Delivering fair and impartial rulings.
- Verifying legal figures and terrain.
- Making other official decisions.
- Knowing and complying with all judging policies.

The head judge is also responsible for the following:

- Accurately recording and verifying the event results.
- Providing the Venue with a copy of verified event results
- Reporting the event results to WizKids in a timely manner
- Ensuring that the event is run in a manner that is fun, fair and consistent with all WizKids sanctioned event rules and policies

Judges base their rulings and decisions on the most recent editions of this policy, the appropriate tournament or league rules (including any official errata or rulings) and the appropriate game rules.

6. EVENT REPORTING

The official results of a sanctioned event are due to WizKids within 16 days of the tournament's conclusion unless otherwise stated on the WizKids web site. The head judge of record is responsible for submitting event results to WizKids by the deadline. Results not received within 16 days are considered tardy. Failure to submit or verify event results in a timely manner may result in penalties to Venue or Volunteer status, or penalties to event sanctioning privileges, at the discretion of WizKids.

7. TOURNAMENT SEASONS

Each WizKids universe (*Mage Knight*, *Mage Knight* Dungeons, etc.) has an official tournament season. The event seasons begin and end according to the dates published in the Events section of the WizKids web site. Each universe may also have league seasons, published in the same location, that are not related to the tournament seasons.

8. WAGERING

Players and tournament officials may not wager, ante, or bet on the outcome of any portion of a sanctioned WizKids tournament.

9. PROMOTIONAL PUBLISHING

WizKids reserves the right to publish, for promotional purposes, any and all information related to any sanctioned event, including: names, ages, and home towns of participants; battle and tournament results; players' army lists; photographs or other images of the event; video reproductions of the event. The even organizer is also permitted these rights.

10. MARQUEE TOURNAMENTS

WizKids sponsors several Marquee Tournaments each season, including the National and World Championships. Player invitations to these events are determined by a separate policy published in the Events section of the WizKids website.

11. UPDATES

WizKids periodically updates its rules and policy documents. WizKids reserves the right to update and alter this policy, the official tournament and league rules, and the official game rules, as well as the right to modify, interpret, clarify or otherwise issue official changes to these rules, without prior notice. The most current version of all official rules and policies are available in the Events section of the WizKids website.

WizKids Approved Play

Sanctioned Tournament Rules Updates

2002-10-01 - Withdrawing from a Tournament

In the interests of good fellowship, fairness, and honesty, players may not withdraw from or concede a battle: players must play out each round to its conclusion. Players who abandon play in a round are considered to have withdrawn from the entire tournament.

2002-10-01 - New Product Release & Tournament Dates

Excluding sealed format events, all new WizKids product are tournament legal 14 days after the official street date.

2002-09-01 - Ownership Markings

Players may place their initials, a sticker, or other markings on the underside of a figure's base to indicate ownership. Doing so does not violate the rules for altering a figure's base.

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