Player's Guides

Any game elements indicated with the † symbol may only be used with the Golden Age format.

Any game elements indicated with the ‡ symbol may only be used with the Star Trek: Tactics game.

Items labeled with a ⌨ are available exclusively through Print-and-Play.

Any page references refer to the HeroClix 2013 Core Rulebook.

All Player's Guides can be found at http://www.heroclix.com/downloads/rules

General

Many figures have been published with rules detailing their abilities. The specifics of these abilities are overridden by the description of the ability in the *HeroClix Powers and Abilities Card*.

Typographical errors (such as a missing period) that do not impact the way in which a game effect would be played are not listed in Part 1 as errata, though the corrected form of the game effect would appear in Part 2.

Unless otherwise noted, game effects only occur once each time they would apply. For example, "At the beginning of your turn, you may heal Wolverine of 1 damage" is an instruction to do this once.

Game effects which refer to a "figure" refer to a "character" for gameplay purposes.

On page 6, add to the last paragraph under Line of Fire: Direct Lines only consider squares which are actually adjacent, not adjacent for certain purposes, as adjacent.

On page 7, the Rule of Action Tokens reads: "No game effect can result in more than 2 action tokens on a character. If part of a game effect would cause this to happen, place action tokens on the character until it has 2 and then ignore any remaining tokens.

On page 10, the fifth sentence under "Dealing Damage" reads: "If a character could use multiple game effects that would reduce or ignore damage dealt, only one of its game effect can activate, to be decided by the character's controlling player."

On page 10, the last paragraph under "Rolling 2 and 12: Critical Misses and Critical Hits" reads: "When using the Support power (see the Powers and Abilities Card) and ⊡ ⊡ is rolled for the 2d6 roll, the attempt is an automatic miss and the target is dealt 1 unavoidable damage instead. If ⊞ ⊞ is rolled for the 2d6 roll, the attempt is an automatic hit, and you add 1 to the amount of damage healed by the target."

On page 15, the first sentence under Movement Through Intersection Points reads: "Whenever a character would move diagonally through an intersection point between four squares on a map, treat the point as the less restrictive of the two paths through each of the two squares that touch that point not along the path of movement.

On page 22, the third sentence under "STACKING AND UNSTACKING HORDE TOKENS" reads: "Horde tokens may be stacked during their placement in the starting area at the beginning of the game during step 3 of Preparing for Battle."

Actions

The phrase "after actions resolve" means that the effect does not occur until all currently active actions have resolved. Once the currently active actions have resolved, anything that happens "after actions resolve" occurs immediately, in an ordered decided by the active player.

Battle Map Removal

Characters that are removed from the battle map are not affected by any game effects and may not use their own game effects except as stipulated by the effect removing them from the map.

Combat Values

When an attack roll is rerolled, the combat values used for the first roll will be used for the second roll.

Compatibility

All **HeroClix** game lines are compatible with all other **HeroClix** game lines. **HeroClix** has two game systems. **HeroClix: Alpha** characters can be played in **HeroClix** by treating every colored power as a standard power (not the description on the character card) and by using the character card for the keywords.

Critical Hits

A critical hit increases the damage dealt to any character hit by an attack that deals damage.

Damage Dealt

All damage from a single effect is dealt simultaneously, unless otherwise specified. For example if two characters are both hit by the same Energy Explosion or Throw a Grenade attack, all of the damage from that attack is dealt at the same time, so any damage transfer will be combined.

Damage dealt which is transferred to another character is not considered to be from an attack, unless otherwise stated.

Unless otherwise stated, damage dealt which is transferred from a character may not be transferred back to that character at a later time.

Damage Depletion Modifier

Each time an attack resolves, modify the attacker's damage value by -1 (minimum 1) until the end of the turn.

Damage Taken

The amount of damage a character takes is always considered the specific number of clicks applied before stopping. If a character is KO'd or has a game effect that causes the clicking to stop, the damage taken is determined accordingly.

Dice

All dice must be rolled at the same time. If one die is not laying flat on the playing surface or falls off the table, then all dice used in that roll should be rolled again.

Double Power Actions

In order to use a double power action, a figure must be able to be given two action tokens.

Epic Battles

Any game with a build total between 400-1000 points is considered to be an epic battle.

Event Dials

Event dials included as part of your force are still subject to having the approval of your opponents.

Free Actions

If a game effect allows you to perform a specific power or ability as a free action, then that effect is not considered to be the type of action which would normally be given. (For example, when Zoom uses

Flurry during Hypersonic Speed, there is no close combat action given.)

Free actions may be used during the beginning of turn and during the end of turn.

Any game effect that grants the character a free action can not use that free action to initiate the action that granted the free action in the first place, unless it specifies otherwise. (For example, the power action of Multiattack can't be used to give the character a power action for another Multiattack).

Game Elements

Game elements that are added into the game after it begins are considered to be part of the force of the player whose effect caused the addition.

Game elements such as a bystander token or object that do not have a collector number and are brought into the game through a specific character's powers or abilities may not be included on a force separately unless otherwise indicated.

Horde Tokens

When stacked, horde tokens count as one figure for all purposes with a point cost of the cost of one token times the number of tokens in the stack.

As tokens and stacks merge into a single stack, any game effects with an ongoing duration (e.g., Perplex, Super Strength, Relics, etc.) that are affecting the token/stack are now affecting the stack. In the cases where this causes an illegal condition (e.g., holding two objects), the token/stack joining the stack has the game effect ignored as it joins the stack (e.g., the second object would be dropped). When a token leaves a stack, any game effects affecting the stack no longer affect the token.

You may only stack tokens which began the game as part of your force (or were returned to the game as part of your force).

Two individual tokens may merge into a stack.

The 50 point limit on returning tokens applies per turn.

A stack can't be carried.

Ignoring

A character which ignores a game effect may still be targeted with that game effect. Any special attributes of that effect will be ignored. For example, a character with the Repulsor Shield feat that is hit with an attack using Ranged Combat Expert would not ignore the attack, it would ignore the +2 damage dealt provided by the Ranged Combat Expert power.

Game effects which alter the way a figure is KO'd or otherwise defeated can't be ignored.

Game effects which have you make a choice at a specific occurrence may be ignored, but if the power is being ignored when the choice would be made, this choice is made immediately after the effect is no longer ignored.

When a game effect says that a character ignores a power or ability, it only ignores that power or ability on other characters unless otherwise noted.

If a special power or other game effect states that it can't be ignored, then any standard powers or abilities the effect allows a character to use also can't be ignored.

Initiative

There are many mechanics which require player(s) to select things at the beginning of the game. The initial roll-off between players to determine who goes first is used to determine which player performs all of their "start of game" decisions first.

Keywords

Diacritics (such as the dots above an ü) are the same as their standard letter counterpart. For example, Blüdhaven is the same as Bludhaven.

Hyphens do not alter a keyword. For example, Legion of Super Heroes is the same as Legion of Super-Heroes.

The following keywords are generic keywords: Assassin, Pilot (Clarification: Removed because they are now in the rule book)

Knock Back

Powers and abilities that would prevent knock back are checked for before damage from the attack is applied.

Knock back is not considered to be movement for purposes of game effects that activate when a character moves.

Lines of Fire

When a character has the ability to ignore the effects of other characters for line of fire purposes, it refers only to the fact that character bases do not affect the line of fire. This ability alone would not allow the character drawing a line of fire to ignore powers or abilities by other characters.

When a character draws a line of fire to an object held by a character, they do not need to draw a line of fire to the character holding the object, only the square itself. Therefore, abilities like Stealth would not prevent the line of fire from being drawn.

Some special powers allow a character to use a standard power against one or more adjacent characters. When adjacency is specified in this way, the character using the special power does not need to have line of fire on the target(s).

Any game effect that has a line of fire drawn to it is considered a target.

As indicated on the Powers and Abilities Card, smaller characters do not block the line of fire to or from larger characters.

Maps

On page 15, the first sentence of the second paragraph under the "Maps" heading reads: "A map labeled "indoor/outdoor" or "outdoor/indoor" follows all the rules of outdoor maps, except that squares inside the yellow boundary line follows all the rules of indoor maps."

Some maps have multiple starting areas outlined along an edge of the map. The player on a side with multiple areas may place his team, divided as he chooses, in any area along that edge of the map.

Modifiers

Modifiers can always be applied to a character. However, if another game effect causes the character to be unable to have its values modified, then the modifiers are ignored.

When a modifier during an attack is based on a figure meeting a particular criteria (usually the targeted character), then that modifier only applies to the targeted character(s) but would not apply to any targeted characters that did not meet the criteria.

Movement

A character which "can't be moved" may not be given an action to move 0 squares as that is movement.

A character with Super Strength can't pick up an object as it moves into a square adjacent to an opposing character unless the moving character has another power or ability that allows it to ignore the effects of other opposing characters on movement.

Multi-Based Characters

If multibase character can't fit within your starting area due to terrain features (Blocking terrain, changes in elevation, etc), you may extend your starting area so that the character will fit. If extending your starting area will not create the necessary space you may instead place the multibased character in your starting area and treat all squares it occupies as if they were clear terrain of the same elevation as long as the multibased character is not moved or placed into other squares. Once the multibased character no longer occupies those squares, they revert to their original terrain and elevation type.

Unless otherwise directed, when a game effect directs you to place a multi-based character, place one square as you would any character, then place the rest of the base legally.

Naming

Abbreviated titles are considered the same as their long forms for determining a character's name. For example, Dr. Octopus and Doctor Octopus are considered the same name.

A name preceded by a definite article is considered the same as that name without a definite article. For example, Flash and The Flash are considered to be the same name.

Characters without a character card use their names as their real name unless specified otherwise.

Names are not case-sensitive.

Powers/Abilities

When a game effect refers to "a standard {combat type} power" it is referring to a standard power in that combat type's stat. For example, "a standard attack power" would include Quake but would not include Charge (even though there is an attack in Charge, it is not an "attack power").

When a character card contains descriptive text for a standard or named power, refer to the Powers and Abilities Card for the text of the power.

Powers and abilities which allow a character to use a standard power in an altered way are still considered to be standard powers for other game effects.

If a character is being affected by a power or ability when it is replaced for another (i.e., Alter-Ego, Morph, etc.) the new character remains affected.

If a character has activated a long-lasting game effect when it is replaced for another (i.e., Alter-Ego, Morph, etc.) the new character continues the effect only if the new character also can use that effect.

Game effects which grant the use or possession of another game effect have no effect if the recipient can already use the new effect.

Some older game effects may have been prefaced with the terms (Optional) or (Non-optional). These references are no longer used in Heroclix and should be ignored.

Some characters with multiple dials have traits or other abilities or powers that refer to a specific point value dial. These effects only function on the listed dials. For example, ⊚ G01 Galactus may only use the trait Fundamental Force (600/900 points) when he is currently on either his 600 or 900 point dial.

A game effect which states that another game effect can't be used prevents a new activation of that specified game effect, but it does not end any ongoing effects unless otherwise noted.

When a power or other game effect causes something to happen "after using it" then the triggered effect occurs after actions resolve.

When a character card includes the full text of a power or ability, the current text of the player's guide is to be used.

When game effects are triggered from using a power or ability (typically using a phrasing like "When he does…"), it refers to when you are given an action to activate it if there is an action option for the power (ie, Charge or Force Blast) or when you choose to utilize an effect when the effect works in conjunction with an action (ie, Blades/Claws/Fangs or Carry).

Prime Characters

Bystander tokens are not Prime.

Replacement Characters

Game effects that are applied to a character prior to replacement are applied to the new character accordingly. If the replacement results in multiple new characters, then the game effects are distributed as decided by the characters' controller.

Game effects which would replace a character with a new character on the same dial (for example, Batman #210 Two-Face) do not require that character to be listed on the sideline.

A character can't be replaced by a character with the same set symbol and collector number.

Ships‡

Some figures have mechanics that refer to ships. A ship is another name for a character. The terms may be used synonymously. For example, an effect that says to target a ship may target a character, and vice versa.

Stairs and Ladders

The rules for stairs and ladders allow movement and close combat through 2 squares of different elevations if they (a) are otherwise adjacent squares and (b) are squares that include a traiangle with the elevation level. If these 2 conditions are met – even if the squares do not share an edge – then the movement or close combat attack can be made.

Starting Lines

Some characters have red, blue, and/or yellow starting lines instead of a green starting line. These characters may also have different point values and experience levels listed on their base/character card. Use the starting line that matches the color of the point value or experience level.

Some characters have orange starting lines in addition to the green starting line. These characters are part of a set of figures using an Alter Ego special power. The orange starting line can only be used if the figure is brought into the game through the use of the Alter Ego special power. The secondary point cost of these figures is only used when this is done.

If a character does not have any starting lines, the starting line is treated as if it were to the left of click 1.

A figure with multiple dials can't heal above its current dial, even if it began the game on a previous dial.

Characters which may temporarily be turned to another section of the dial will consider that new click its starting click until it returns to the main dial.

Team Bases

WORKING TOGETHER Give this character a power action and it may be given one action as a free action for every ~~100~~ 200 points or fraction thereof of its point value. These free actions may be used for any action, but you may only give the character up to 1 move action, up to 1 power action, up to 1 close combat action, and up to 1 ranged combat action. Any number of these free actions may be used to make either a close or ranged combat attack.

SOLO ADVENTURE Give this character a power action, remove any team member from the team and insert it into its SwitchClix base. The character is placed adjacent to the team on its SwitchClix base turned to the first click with a click number color that matches the team's current click number color. If removing the team member from the team would mean that the total point value of removed team members exceeds the point value of the team, then the team member can't be removed. When a removed character has multiple starting lines, its point value is considered to be the first printed starting line other than an orange starting line preceding the click it is on when placed on the map. Its actual starting line will be the click number on which the character entered play.

TEAM COORDINATION When counting characters for a themed team do not count the team as a character, instead each team member counts as a character. If the team is part of a themed team, instead of normal themed team initiative bonuses, it grants a +1 bonus to the initiative roll for every 100 points of its point value, or fraction thereof. At the beginning of the game when a team is part of a themed team, choose: Themed Team Probability Control can be used normally or it can't be used and the team can use Probability Control

Terrain

Walls that are destroyed in the middle of an action are considered destroyed immediately within the action. The adjacent terrain does not become hindering terrain until the end of that action.

If one type of terrain exists behind other types of terrain, each terrain type must be destroyed separately.

An "area of terrain" is a square or group of squares that are enclosed by a single colored line. Two sets of colored lines that overlap or are adjacent are separate areas of terrain.

Special terrain (printed orange squares) that require a character to occupy the square, require that the entire base must be occupying the terrain.

Game effects which would allow a figure to relocate terrain may not be used on terrain printed on the map.

Web Special Terrain Marker: A character occupying this square must break away for movement purposes. Immediately after the character occupying this square no longer occupies it, remove this marker from the map.

The red border on elevated terrain is elevated terrain of that level.

You may not choose to make an attack roll when using the rules for destroying terrain.

If a square of outdoor blocking terrain shares an edge with a yellow terrain line, treat that edge as an indoor wall for movement and line of fire purposes.

When a character may destroy blocking terrain during movement moves through an intersection that would be otherwise blocked, the blocking terrain on both sides of the intersection is destroyed when it moves through that intersection.

Turns

The "beginning of turn" ends with the first non-free action assigned to a character, unless that action specifically states that it can be given during the beginning of the turn.

Effects that occur at the end of the turn may be performed in any order, but you may not give your figures actions after you have cleared tokens.

Vehicles

VEHICLES
A vehicle is a HeroClix character marked with the (wheel) defense symbol. Vehicles can be played in one of two modes, Autopilot and Piloted, each with its own point value. You must choose which mode the vehicle will be played in when building your force. A vehicle can use the Carry ability, but does not modify its speed value from it and can carry up to the maximum number of friendly characters indicated on the vehicle's base next to the (passenger) symbol. When using the Carry ability, vehicles ignore the combat symbols of friendly characters. Vehicles can use(IM: Hindering, Characters) and (IT:OO>). A vehicle can't be dealt damage through the Mastermind power, can't be assigned a Resource or Relic, and can't be the pilot of another vehicle.

PILOTED VEHICLES A friendly character adjacent to a vehicle in Piloted mode can be given a free action to become the vehicle's pilot. A pilot must have the (fist) or (sharpshooter) symbol printed on their base, must be the same size as the vehicle or smaller, can't use Battle Fury, and must have begun the game friendly to the vehicle's force. A vehicle in Piloted mode may only have one pilot at a time. A character who becomes a vehicle's pilot is removed from the battlefield and placed on the vehicle's character card; all of a pilot's powers and abilities are ignored, unless a game effect specifies it activates when the character is a pilot. When a character becomes its pilot, the vehicle may not be given an action until your next turn. A vehicle may have additional traits called Pilot Abilities. When a pilot matches any prerequisite listed for a pilot ability, the vehicle possesses that trait

Victory Points

At the end of the game, all figures are returned to their original controllers before determining the winner.

Walls

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

A square of blocking terrain on the opposite side of the wall does not block the line of fire to that square when targeting a wall with a ranged attack.

If blocking terrain exists on the opposite side of a wall, destroying the wall does not destroy the blocking terrain. Only place a debris marker on the side of the wall without the blocking terrain. A separate attack must be made to destroy the blocking terrain.

Walls are blocking terrain for all game purposes except that (a) they are not considered a square of blocking terrain and (b) they are not included in an area of blocking terrain.