Player's Guides

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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

Objects: Errata and Clarifications

General

Print and Play: For WizKids events, players can print any legitimate copy of a cardboard element from HeroClix. The printed version must not be different from a legal WizKids-released version of the element. This policy does not apply to 3D elements, though it does apply to the card that accompanies it.

3D objects are not legal for sealed events unless otherwise specified by the Judge running the event.

When building a force, players may choose 0-3 objects. Based on the number of objects a player chooses they can include:

- 1 object – any type (heavy, light, or immobile)
- 2 objects – any two types that are not the same
- 3 objects – one can be any type, the other two must be a heavy and a light.

In a sealed game, players may only use objects that are drawn from a booster supplemented by any standard objects. A player's object pool must still conform to force building rules.

All special objects are treated as Unique for force construction.

The 3D objects from the Adventure Kits (Bookcase, Computer, Crate, Dumpster, Light Post, Mailbox, Office Desk, and Soda Machine) have the special object "gear" symbol. †

It is possible for multiple objects to exist in the same square. When this happens, each object is treated individually.

Blocking terrain, walls, or character bases do not block the area of effect of a Special Object but will block the line of fire to and from a Special Object per the standard line of fire rules.

The effects of objects placed on character cards only apply until the object is returned to the map.

The "continual" keyword is removed from all objects.

Relics are special objects that are Immobile and can't be destroyed. Once per game per character, give a character occupying a square containing a relic a power action and roll a d6 that can't be rerolled. On a result matching the relic value noted on the object, place this object on that character's card.

All objects occupy one square unless it specifically has a base which indicates otherwise.

AERIAL BAFFLER†

A character that gains Earthbound as a result of the Aerial Baffler may be carried. However, that character will regain flight as soon as it leaves the Aerial Baffler's area of effect and must be dropped at that point.

A character gains Earthbound as soon as it enters into the Aerial Baffler's area of effect. A character may continue its movement after entering the area of effect of the Aerial Baffler, but would do so as a non-flier.

The special properties of this object are ignored while this object is held.

BLUE LANTERN†

Blue Lantern's effect only increases range values when using Barrier.

Blue Lantern's effect ends "...if they can already use Telekinesis."

BOOKCASE†

This object ends with "when used in an attack".

BROKEN DRONE†

The first sentence begins: "While a character is holding this object..."

BUCKET OF WATER

The effect of this object begins: "When not held..."

COMPUTER†

This object ends with "when used in an attack".

CRATE†

This object can be used for 10 squares instead of 8.

CRIMSON GEM OF CYTTORAK

This object is a relic requiring a roll of 5-6.

The effect of this relic reads: "Modify the character's damage value by +1 and the character can use Charge, Super Strength, and Toughness. (Characters can't use more than one damage reduction power.)"

DARK CAULDRON†

Special properties of this object are ignored while it is held.

DYNAMOSTAT†

Dynamostat's effect reads: "This object is considered to be blocking terrain until it is destroyed, but it may be picked up and moved normally."

Special properties of this object are ignored while it is held.

If this object is dropped while held, it is placed into an adjacent, unoccupied square, if possible, otherwise remove it from the game.

ELEHA'AL VINE†

Special properties of this object are ignored while it is held.

FORCE FIELD GENERATOR†

Once the character has used Barrier as a result of this object, adjacency to the object is no longer required in order for the Barrier tokens to remain. Only destroying the object, the terrain or the

beginning of the player's turn will cause the Barrier tokens to be removed from play.

Special properties of this object are ignored while it is held.

FUEL TANK†

If the Fuel Tank is used to destroy a wall or square of blocking terrain during a close combat attack, all characters adjacent to the targeted section of terrain will be dealt damage from the Fuel Tank.

KINETIC ABSORBER†

Special properties of this object are ignored while it is held.

KINETIC ACCELERATOR†

This card includes the sentence: "If the roll does not allow the given action to be performed against any targets, the action ends immediately."

If a character is given an action that would require them to replace their speed value (e.g., Charge or Running Shot) while they occupy the same square as the Kinetic Accelerator, both replacements occur at the same time and therefore the active player can choose which effect goes first. If the roll makes is so that the given action can't be performed, the character is assigned a token for the action and not moved.

LASER TURRET†

Replace the text on the card with: "(optional) Once during your turn (but not during another action) when a character friendly to you occupies this object's square, give this object a free action to make a ranged combat attack (⚡8, ⚔2, 4⚡) against any opposing figure."

The Laser Turret may make an attack against any opposing character within range, regardless of adjacency.

When making an attack with the Laser Turret, any adverse effects that can normally result from the attack (such as damage from the Mystics team ability or a critical miss) are dealt to the Laser Turret and not the character using the Laser Turret.

Special properties of this object are ignored while it is held.

LIGHT POST†

The Light Post object does not add an action token to a colossal figure.

MAILBOX†

This object ends with "when used in an attack".

METEORITE†

Meteorite is subject to the Rule of 3. A die roll of 6 will add 3 (and not 4) to the attacker's unmodified damage value due to the Rule of 3.

Due to the last line of the text, powers, abilities, or other effects that reduce damage dealt can't be used to reduce the damage dealt by Meteorite. Likewise, a critical hit will not increase the damage dealt.

The last sentence reads: "The damage value is locked, and the damage dealt can't otherwise be modified."

MJOLNIR†

This object is a relic requiring a roll of 6.

The effect of this relic reads: "Modify the characters' attack and damage values by +2, and the character can use Quake, Energy Explosion, and the Flight ability."

OFFICE DESK†

This object should read: "Light: When a character holding this object is attacked, you may modify the holding character's defense value by +2. If you do, the object is destroyed after the attack resolves."

OPENED HYDRANT†

Special properties of this object are ignored while it is held.

RED KRYPTONITE

The text of this object reads: "Characters within 4 squares must roll a d6 immediately before they are given a non-free action. On a roll of 1-2, the character is given an action token and can't be given any non-free actions this turn, but can use Perplex until your next turn if they can't already use it."

RELICS

Relics are special objects with the following property: "Once placed on the map, this object can't be destroyed, picked up, moved, or placed. Once per game per character, the character occupying the same square as this object may be given a power action and roll a d6 that can't be rerolled. On a roll of X, place this object on that character's character card, and character can use the effects listed on this card if they can't already. When that character is defeated, place this object in the square they last occupied. At the end of the game, if an opponent's character has this object on their card or all of your characters have been defeated, your opponent scores this object."

X is the number or range of numbers beside the word "Relic" on the object card.

The phrase "place this object on that character's character card" is simply indicating that the object is taken off the map and placed somewhere to indicate that this is the character that has it. Players can use any acceptable method to simulate this when using a character without a character card.

SATELLITE†

The first sentence reads: "Give a character holding this object a power action."

SCORPIO KEY

This object is a relic requiring a roll of 5-6.

The effect of this relic reads: "Modify the character's range value by +2 and the character can use Penetrating/Psychic Blast."

SEPARATION FIELD GENERATOR†

This object reads: "A character holding an object or carrying a character immediately drops it into an adjacent square when 3 or fewer squares from this object. The carrying or holding character may continue its move. Objects can't be picked up by characters that are 3 or fewer squares from this object."

SHARK REPELLANT SPRAY

This object reads: "Character modifies its defense value by +2 when targeted by a character who possesses 🎯 or ⚫"

SHIELD DISRUPTOR†

Special properties of this object are ignored while it is held.

SODA MACHINE†

This object ends with "when used in an attack".

STANDARD 3D OBJECTS

The following objects are standard objects:

Silver Anvil - Heavy

Fin Fang Foom's Finger - Heavy

Shield – Light

These objects are always legal for use in modern age.

STEP LADDER†

This object begins with: "When this object occupies a square adjacent to a square of higher elevation…"

STRUCTURAL INTEGRITY FIELD†

This special object begins: "Blocking terrain (but not blocking terrain markers) and walls…".

Special properties of this object are ignored while it is held.

TELEPHONE BOOTH†

This special object should read "Once per turn per character, a character occupying the same square as this object can be dealt 1 unavoidable damage as a free action."

Special properties of this object are ignored while it is held.

TELEPORT PAD†

A character using the Teleport Pad may pick up and hold a character or object when moving via the Teleport Pad, if they could normally do so.

TOMBSTONE†

Tombstone reads: "The defense value of a character holding a Tombstone is modified by +2. After the resolution of an unsuccessful attack against a character holding a Tombstone, remove Tombstone from the game."

Resources: Errata and Clarifications

General

Print and Play: For WizKids events, players can print any legitimate copy of a cardboard element from HeroClix. The printed version must not be functionally different from a legal WizKids-released version of the element.

If a resource includes a dial and an event has been triggered by which the dial is to be turned, then the dial will be turned at the appropriate time even if it the resource would otherwise be ignored.

The restriction against including special objects on your force applies at the time you construct your force. Game effects which would bring a special object onto the force during the game may be used.

BATCAVE

The last sentence of Gameplay reads: "When The Batcave Computer is defeated, remove the resource from the game."

INFINITY GAUNTLET

The combat symbols displayed on standard powers are representative only and do not change those of the character to which this resource is assigned.

The last sentence of Beyond Mortal Limits reads: "Character can use the effects of that gem until the beginning of your next turn as long as this power is showing."

The character to which this resource is assigned must remain constant throughout an event.

This object is numbered R101, not S101.

The last sentence of Setup reads: "You can't add special objects to your force if Infinity Gauntlet is part of it."

When used in a tournament, the same gems must be used during each round.

GRAPNEL GUN

The last sentence of the effect reads: "If the square the character ends its movement in is of a higher elevation than the square it began the movement, it may be given a close combat action as a free action after actions resolve."

SHARK REPELLANT SPRAY

The last sentence of the effect reads: "Knock back generated by this ignores game effects that prevent the character from being knocked back if the knocked back character has the Animal keyword or can use the Swim ability."

SONIC TRANSMITTER

The effect reads: "Character can be given a double power action and each friendly Flock of Bats may be given a move action and a close combat action, each as a free action."

UTILITY BELT

The +1 on click 19 is a 1.

Turning the Dial – if the character assigned the Utility Belt made an attack this turn, the player must roll a d6 to turn the dial at the end of the turn.

Prep Time – when activating this power, the click selected can't have a power on it (not just a special power)

Horde Tokens: Errata and Clarifications

Lord of the Rings†

#H007 Eagle
Rescue Flight is a speed power.

#H008 Ent
Break the Dam! is a damage power.

#H009 Dead Man of Dunharrow
Ghostly Charge is a damage power.

#H010 Mûmakil
Trample is a speed power.

#H011 Orc Catapult
FIRE! is a damage power.

#H012 Mountain Troll
SMASH! is a damage power.

This figure is named Mountain Troll.

The Hobbit†

#H002 Warg
Warg has a point cost of 15.

#H004 Eagle
Death From Above reads: "When stacked, Eagle may use Charge."

Fear Itself

#H007 Police Deputy
This character has a point cost of 8.

#H014 Mutant Student
This character's collector number is H014, not H013.

Objects: Reference

HeroClix Indoor Adventure Kit

BOOKCASE†
Light
Increase the attacker's attack value by 1 when used in an attack.

COMPUTER†
Heavy
Increases the attacker's attack value by 1 when used in an attack.

OFFICE DESK†
Light
When a character holding this object is attacked, you may modify the holding character's defense value by +2. If you do, the object is destroyed after the attack resolves.

SODA MACHINE†
Heavy
Increase the attacker's damage dealt by 1 when used in an attack.

HeroClix Outdoor Adventure Kit

CRATE†
Light
A character may throw this object 10 squares.

DUMPSTER†
Heavy
This object is not destroyed when used in an attack. The attacker places it in any square adjacent to the target after use.

LIGHT POST†
Heavy
A target with 0 or 1 action tokens that is successfully hit with this object also receives an action token, which can result in pushing damage.

MAILBOX†
Light
Increases the attacker's damage dealt by 1 when used in an attack.

Danger Room

BROKEN DRONE†
Light
While a character is holding this object, you may choose to either (1) use this object normally in an attack, or (2) give this character a ranged combat action (treating the character's range value as 4) and make a ranged combat attack against a single target opposing character. An attack using option 2 deals 1 damage but does not destroy this object.

GENERATOR†
Heavy
This object is not destroyed when used in an attack. After the Generator is used as part of an attack, the attacker places it in any square adjacent to the target after the attack resolves.

Legion of Super Heroes Starter

COM DISH†
Heavy
When this object is used in an attack, modify the attacker's damage value by +1 for the attack.

NEWSBOT†
Light
When you give a character an action to attack using this object, it does not count toward your available actions for the turn.

Collateral Damage

#S001 TELEPORT PAD†
Immobile
If a character friendly to you is adjacent to this object, give the character a power action and move it up to 6 squares, ignoring characters and terrain features for movement purposes.

#S002 KINETIC ABSORBER†
Light
All clear and water terrain 2 or fewer squares from this object is hindering terrain for movement purposes. This object has no effect when held.

#S003 SEPARATION FIELD GENERATOR†
Immobile
A character holding an object or carrying a character immediately drops it into an adjacent square when 3 or fewer squares from this object. The carrying or holding character may continue its move. Objects can't be picked up by characters that are 3 or fewer squares from this object.

#S004 LASER TURRET†
Heavy
(optional) Once during your turn (but not during another action) when a character friendly to you occupies this object's square, give this object a free action to make a ranged combat attack (8, 2, 4) against any opposing figure. This object has no effect when held.

#S005 AERIAL BAFFLER†
Light
Any character with the or speed mode that is 3 or fewer squares from this object gains Earthbound. Any character it carries takes no damage and is placed in the nearest square it can occupy. This object has no effect when held.

#S006 FUEL TANK†
Heavy
A character may throw this object up to 6 squares. If this object is used as part of a successful attack, also deal 1 damage to all figures adjacent to the target.

Sinister

#S001 STEPLADDER†
Light

When this object occupies a square adjacent to a square of higher elevation, the squares are connected by a ladder. This object is not hindering terrain for movement purposes.

#S002 STATUE†
Light

This object deals 3 damage when thrown as part of an attack targeting terrain or a wall.

Supernova

#S001 METEORITE†
Heavy

When this object is used in a successful close combat attack, roll one six-sided die and subtract 2 from the result, minimum result 1. add the result to the attacker's unmodified damage value for the attack. The damage value is locked, and the damage dealt can't otherwise be modified.

#S002 SATELLITE†
Light

Give a character holding this object a power action. Remove this object from the game and place a debris token in the square occupied by the character and in any two adjacent, unoccupied squares.

Avengers

#S001 FORCE FIELD GENERATOR†
Immobile

This object allows an adjacent character to use Barrier as if the character had a range value of 0. If this object is destroyed, any barrier terrain markers placed using Barrier granted by this object are removed from the game.

#S002 DARK CAULDRON†
Immobile

Characters 4 or fewer squares from this object can't be healed.

Justice League

#S001 TELEPHONE BOOTH†
Light

Once per turn per character, a character occupying the same square as this object can be dealt 1 unavoidable damage as a free action. This object has no effect when held.

#S002 STRUCTURAL INTEGRITY FIELD†
Heavy

Blocking terrain (but not blocking terrain markers) and walls 6 or fewer squares from this object can't be destroyed. This object has no effect when held.

Monsters & Mutations

#S001 TOMBSTONE†
Heavy

The defense value of a character holding a Tombstone is modified by +2. After the resolution of an unsuccessful attack against a character holding a Tombstone, remove Tombstone from the game.

#S002 SHIELD DISRUPTOR†
Light

Damage dealt to characters 4 or fewer squares from this object can't be reduced. This object has no effect when held.

#S100 ELEHA'AL VINE†
Light

Give a character occupying the same square as this object a power action. Roll a d6 and subtract 4 from the result, minimum result 1. Heal the character of damage equal to the result. This object has no effect when held.

Crisis

#S001 TRAPPED DUMPSTER†
Heavy

When this object is picked up, roll a d6. On a result of 1, deal the character that picked up this object 1 damage immediately after the action resolves (even if the character no longer holds the object).

#S002 MASS-ABSORBER†
Light

If a character using this object as part of a close combat attack is 3 or fewer squares from blocking terrain, modify the character's damage value by +2 (instead of +1).

#S003 OPENED HYDRANT†
Immobile

Clear grounded terrain 3 or fewer squares from this object is water terrain.

#S004 DYNAMOSTAT†
Heavy

This object is considered to be blocking terrain until it is destroyed, but it may be picked up and moved normally. This object has no effect when held.

#S100 KINETIC ACCELERATOR†
Immobile

When a character occupying the same square as this object is given a move or power action, roll a d6 and replace the character's speed value with its speed value plus the result; on a result of 5 or 6, remove this object from the game after the action resolves. If the roll does not allow the given action to be performed against any targets, the action ends immediately. This object is not considered hindering terrain for movement purposes.

Hammer of Thor

#S101 MJOLNIR†
Immobile // Cost: 0 // Relic: 6.

Modify the characters' attack and damage values by +2, and the character can use Quake, Energy Explosion, and the Flight ability.

The Brave and the Bold

#S001 RED LANTERN†
Light // Cost: 5

Characters within 4 squares of this object that can use Battle Fury modify their damage value by +1.

#S002 ORANGE LANTERN†
Light // Cost: 5
When a character uses Poison within 4 squares of this object, that character is considered to be adjacent to opposing characters up to two squares away to which is has a clear line of fire.

#S003 YELLOW LANTERN†
Light // Cost: 5
Characters within 4 squares of this object that can use Exploit Weakness or Penetrating/Psychic Blast modify their attack value by +1.

#S004 GREEN LANTERN†
Light // Cost: 5
Characters within 4 squares of this object that can use Indomitable or Willpower modify their defense values by +3 when they are the target of an attack using Incapacitate or Mind Control.

#S005 BLUE LANTERN†
Light // Cost: 5
Characters within 4 squares of this object that can use Barrier or Telekinesis modify their range values by +2 and can use Telekinesis for 10 squares instead of 8 (for all limitations of Telekinesis) if they can already use Telekinesis.

#S006 INDIGO LANTERN†
Light // Cost: 5
Characters within 4 squares of this object that can use Support or Regeneration only subtract 1 from their die roll instead of 2 when using those powers.

#S007 VIOLET LANTERN†
Light // Cost: 5
Characters within 4 squares of this object that can use Mind Control modify their range value for that attack by +2 (figures with a range of 0 replace their range with 6 instead of 4 for that attack), and if that attack is successful, each character successfully hit modifies its damage value by +1 until its free action granted by Mind Control is resolved.

#S008 BLACK LANTERN†
Light // Cost: 0
During your turn, whenever an opposing character within 4 squares of this object is KOd, you may heal 1 damage on a single friendly character within 4 squares of this object.

DC75th Anniversary

#S101 BUCKET OF WATER†
Light // Cost: 0
When not held, a square containing this object is not considered hindering terrain because of this object, it is considered water terrain instead.

#S102 WHITE LANTERN†
Immobile // Cost: 5
Characters within 4 squares of this object that can use Support or Regeneration can't have those powers, or special powers that allow their use, countered.

Giant Size X-Men

#S101 CRIMSON GEM OF CYTTORAK†
Immobile // Cost: 5 // Relic: 5-6.
Modify the character's damage value by +1 and the character can use Charge, Super Strength, and Toughness. (Characters can't use more than one damage reduction power.)

Captain America

#S101 SCORPIO KEY†
Immobile // Cost: 4 // Relic: 5-6.
Modify the character's range value by +2 and the character can use Penetrating/Psychic Blast. When that character is defeated, place this object in the square that character last occupied.

Superman

#S101 GREEN KRYPTONITE
Light // Cost: 5
Characters within 4 squares modify their attack values by -1 and can't use the Flight ability Characters within 4 squares that possess the Superman Ally team ability or the Kryptonian keyword can't have damage dealt to them reduced below 1.

#S102 RED KRYPTONITE
Light // Cost: 5
Characters within 4 squares must roll a d6 immediately before they are given a non-free action. On a roll of 1-2, the character is given an action token and can't be given any non-free actions this turn, but can use Perplex until your next turn if they can't already use it.

#S103 JEWEL KRYPTONITE
Light // Cost: 5
Characters within 4 squares can use Mind Control and Smoke Cloud if they can't already. Characters using Mind Control in this way can only target characters of a lower Cost. All characters within 4 squares using Mind Control and Smoke Cloud have a minimum range value of 6 when using those powers.

#S104 GOLD KRYPTONITE
Light // Cost: 10
Characters within 4 squares can't use Exploit Weakness, Penetrating/Psychic Blast, Pulse Wave, or Telekinesis. A character holding this object can't use any powers except Super Strength.

#S105 WHITE KRYPTONITE
Light // Cost: 10
Other squares within 4 squares become clear terrain instead of hindering terrain. This has no effect on objects or water terrain.

#S106 X-KRYPTONITE
Light // Cost: 5
Characters within 4 squares that are 75 points or less can use the Flight ability for as long as they are within 4 squares.

Lord of the Rings†

#S101 THE ONE RING
Immobile // Cost: 15 // Relic: 6 Owner: Frodo, Frodo and Sam, Gollum, Mr. Underhill, Ringbearer, Sauron
The character controlling The One Ring can use Leadership, Probability Control and Stealth. At the end of each turn of the

character controlling The One Ring, roll a d6 that can't be rerolled. On a roll of 1, the character places The One Ring in its square and is dealt 1 unavoidable damage. (Owners automatically roll a 6 when rolling to pick up The One Ring.)

Incredible Hulk

#S101 GAMMA BOMB
Immobile // Cost: 5
The Gamma Bomb can't be destroyed and begins on the green starting line. At the beginning of each player's turn, if it's not disarmed, click the dial once to the right. Once per game per character, a character occupying this square can be given a free action to roll a d6. On a result of 4 or 5, click the dial 4 clicks to the left (12 is the maximum), and on a result of 6, disarm it. When the red line is crossed, deal 3 damage to each character and destroy each object, wall, and square of blocking terrain within 8 squares and then remove this object from the map.

#S102 GLOBE OF ULTIMATE KNOWLEDGE
Immobile // Cost: 10 // Relic: 6.
Character can use Outwit.

Infinity Gauntlet

#S101 SOUL GEM
Immobile // Cost: 10 // Relic: 5-6
Character can use Steal Energy. When character KO's an opposing character, heal character of 2 damage.

#S102 POWER GEM
Immobile // Cost: 10 // Relic: 5-6.
If character's printed range value is 4 or less, character can use Close Combat Expert. If character's printed range value is 5 or more, character can use Ranged Combat Expert.

#S103 TIME GEM
Immobile // Cost: 10 // Relic: 5-6.
Character can use Incapacitate and Super Senses.

#S104 SPACE GEM
Immobile // Cost: 10 // Relic: 5-6.
Character can use Phasing/Teleport and the Carry ability. Modify character's speed value by +2.

#S105 REALITY GEM
Immobile // Cost: 10 // Relic: 5-6.
Character can use Probability Control, but only during character's turn.

#S106 MIND GEM
Immobile // Cost: 10 // Relic: 5-6.
Character can use Mind Control and Telekinesis.

Galactic Guardians

#S101 NOVA HELMET
Immobile // Cost: 6 // Relic: 5-6.
This character can use Charge and the Flight ability and possesses the Nova Corps keyword.

#S102 COSMIC CUBE
Immobile // Cost: 12 // Relic: 4-6.
Character can use Perplex and Probability Control. Each time a character uses one of these powers, after actions resolve, roll a d6 that can't be rerolled. On a roll of 1-2, place the Cosmic Cube in the square that character occupies.

Chaos War

#S101 IRON MAN BRIEFCASE ARMOR
Immobile // Cost: 12 // Relic: 5-6.
This character can use Force Blast and Invulnerability.

#S102 TANK TURRET
Ultra-Heavy // Cost: 2
When used in a close combat attack, modify the attacker's damage value by +3 instead of +2. This object can't be thrown. Characters less than 100 points can't hold this object. This object can't be the target of Telekinesis. This object can't be destroyed by an attack targeting it for 3 damage; it requires 4 or more.

Batman

#S100 MR. FREEZE'S GUN
Immobile // Cost: 5 // Relic: 5-6.
Character can use Barrier. When it does, it can use Incapacitate as a free action targeting all opposing characters adjacent to a blocking terrain marker placed by this character with a close combat attack.

#S101 SUIT OF SORROWS
Immobile // Cost: 5 // Relic: 4-6.
This character can use Battle Fury and Super Strength.

#S102 SONIC TRANSMITTER
Immobile // Cost: 7 // Relic: 4-6.
Give this character a power action. Each friendly Flock of Bats may be given a move action as a free action; halve its speed value for the action.

The Hobbit

#S101 ORCRIST†
Immobile // Cost: 5 // Relic: 5-6.
Character can use Exploit Weakness, but only to target characters with the Monster keyword.

#S102 STING†
Immobile // Cost: 5 // Relic: 5-6.
Character can use Blades/Claws/Fangs. When it is given a close combat action, it may modify its attack value by +2; if it does and hits, it must roll for Blades/Claws/Fangs and the result is a maximum of 3.

No Man's Land

#S101 GAS PELLETS/SMOKE GRENADE
Immobile // Cost: 3 // Relic: 4–6
Character can use Smoke Cloud. When it does, after actions resolve it can be given a move action as a free action with a speed value of 4.

#S102 BATARANGS
Immobile // Cost: 10 // Relic: 4–6.

Character can use Incapacitate, the Sharpshooter ability and possesses one additional 🏹.

#S103 GRAPNEL GUN
Immobile // Cost: 4 // Relic: 4–6.

Character can use 🏃 🟥 and the Carry ability.

#S104 FLASH GRENADE
Immobile // Cost: 5 // Relic: 4–6.

Character can use the Throw a Grenade ability using Flashbang Grenades and has a Grenade Pool: +3

#S105 REBREATHER
Immobile // Cost: 6 // Relic: 4–6.

When this character occupies water terrain, it can use Willpower. This character ignores opposing characters' Poison

#S106 HANDCUFFS
Immobile // Cost: 5 // Relic: 4–6.

Character can use Plasticity. Opposing characters adjacent to this character modify their attack values by -1.

#S107 BATMAN COWL
Immobile // Cost: 5 // Relic: 4–6.

This character possesses 🦇. If character already possesses 🦇 and is adjacent to a wall or square of a higher elevated terrain, lines of fire drawn to it are blocked when it is not your turn.

Streets of Gotham

#S101 BAT SIGNAL
Heavy // Cost: 2

Give a character adjacent to this object a power action and choose another friendly character that is not within 8 squares of this object. Place the chosen character adjacent to this character and this object.

#S102 RADAR MONITOR
Immobile // Cost: 10 // Relic: 5–6

Immobile: This character is a wild card, but can use opposing team abilities instead of friendly team abilities.

Amazing Spider-Man

#S101 EYE OF AGAMOTTO
Immobile // Cost: 12 // Relic: 5-6.

Characters that are attacked by a character with the Eye of Agamotto on its card can't use Shape Change and Super Senses for the attack. A character with the Eye of Agamotto on its card can use Probability Control when it attacks. If a character with the Eye of Agamotto on its card has the Mystical keyword, it can use Perplex.

#S102 DR. OCTOPUS ARMS
Immobile // Cost: 8 // Relic: 5-6.

A character with Dr. Octopus Arms on its character card has a minimum range value of 4, has 🏹🏹🏹, and can use Perplex twice during your turn, but only to target itself.

Teen Titans

#S101 ROBIN UNIFORM
Immobile // Cost: 5 // Relic: 4–6.

This character possesses ⬤. If this character already has ⬤, it can use the team ability as a free action.

#S102 HARVEST STAFF
Immobile // Cost: 15 // Relic: 6

This character can use Incapacitate and Outwit. When you use Outwit and actions resolve, if this character targets the same opposing character with Incapacitate, modify this character's attack value by +1. Give this character a power action and choose a power; that power is countered on all opposing characters within 5 squares. Give this character a double power action and choose a character within 10 squares and line of fire; deal that character 1 unavoidable damage and all of its powers and abilities are countered until your next turn.

#S103 WONDER GIRL LASSO
Immobile // Cost: 5 // Relic: 5-6.

This character can use Steal Energy, but is also healed when its ranged combat attack causes an opposing character to take damage.

Fear Itself

#S101 KUURTH'S HAMMER
Immobile // Cost: 8 // Relic: 5–6.

This character can use Charge, 🏃 🟫 🟩, and Toughness. This character modifies its attack value by +2.

#S102 MOKK'S HAMMER
Immobile // Cost: 8 // Relic: 5-6.

This character can use Plasticity and Running Shot with a minimum range of 4. This character modifies its attack value by +2.

#S103 SKIRN'S HAMMER
Immobile // Cost: 8 // Relic: 5-6.

This character can use Charge, 🏃 🟥 ⬤, and Toughness. This character modifies its attack value by +2.

#S104 GREITHOTH'S HAMMER
Immobile // Relic 5-6.

This character possesses 🏹 and can use Running Shot with a minimum range of 4. This character modifies it's attack value by +2.

#S105 NERKKOD'S HAMMER
Immobile // Cost: 8 // Relic 5-6.

This character can use 🏹 and Running Shot with a minimum range of 4. This character modifies it's attack value by +2.

#S106 NUL'S HAMMER
Immobile // Cost: 8 // Relic 5-6.

This character can use Running Shot with a minimum range of 4 and Willpower. This character modifies it's attack value by +2.

#S107 ANGRIR'S HAMMER
Immobile // Cost: 8 // Relic: 5-6.

This character can use Charge, Regeneration, Steal Energy, and Toughness. This character modifies its attack value by +2.

#S201 SKADI'S HAMMER
Immobile // Cost: 8 // Relic: 5–6.
This character can use Charge, Exploit Weakness, and Toughness. This character modifies its attack value by +2.

#S301 URU FORGE
Immobile // Cost: 10 // Relic: 3-6.
When a character would place this relic on its character card, choose one: Modify this character's speed or range value by +3 this game; Modify this character's attack, defense, or damage value by +1 this game; or remove this relic from the game and replace it with another relic of equal or less points in the same square.

2013 WizKids Exclusives

#D-S101 SHARK REPELLANT SPRAY
Immobile // Cost: 4 // Relic: 4-6
Character modifies its defense value by +2 when ~~the~~ targeted by a character who possesses 🔫 or ⚫

#D-S102 DISGUISE KIT
Immobile // Cost: 7 // Relic: 4-6
Once per turn, this character may use Shape Change.

#D-S103 TRACER
Immobile // Cost: 6 // Relic: 4-6
Give this character a close or ranged combat action to make an attack that deals no damage. Until your next turn, lines of fire drawn to characters hit by this attack are only blocked by indoor blocking terrain.

#D-S104 BOLOS
Immobile // Cost: 5 // Relic: 4-6
Character can use Incapacitate with a maximum range of 4.

#D-S105 PLASTIQUE EXPLOSIVE
Immobile // Cost: 10 // Relic: 4-6
Give this character a power action and place a Plastique special marker in a square adjacent to both this character and either a wall or blocking terrain; remove any other Plastique special markers this character has placed on the map. When this character is within 10 squares of the special marker, you may give it a power action to remove the Plastique special marker and destroy all objects, walls, and blocking terrain within 3 squares of the Plastique special marker.

#D-S106 KRYPTONITE RING
Immobile // Cost: 3 // Relic: 4-6
When this character makes a close combat attack targeting an opposing character possessing the Superman Ally team ability or Kryptonian keyword, damage dealt is penetrating damage.

#D-S107 NIGHT VISION GOGGLES
Immobile // Cost: 3 // Relic: 4-6
This character ignores hindering terrain for line of fire purposes.

#D-S108 FIRST AID KIT
Immobile // Cost: 5 // Relic: 4-6
Character can use Support but subtracts 3 from the result instead of 2.

Fellowship of the Ring†

#S101 MITHRIL VEST
Immobile // Cost: 8 // Relic: 5-6.
When this character is hit by a ranged combat attack, roll a d6; on a result of ⊠ - ⊞ , this character ignores all damage dealt and is then dealt 1 unavoidable damage.

#S102 LOTHLORIEN CLOAK
Immobile // Cost: 10 // Relic: 4-6.
This character can use Super Senses when it occupies hindering terrain.

Wolverine and the X-Men

#S101 M'KRAAN CRYSTAL SLIVER
Immobile // Cost: 8 // Relic: 4-6.
When character would be KO'd, instead turn its dial to its last non-KO click, and then heal it of 2 damage, then remove this relic from the game.

Batman Classic TV

#S001 THE BOOKCASE
Immobile // Cost: 6
This object can't be destroyed. Characters adjacent to this object can use Empower and Enhancement.

The Two Towers†

#S101 MORGUL BLADE
Immobile // Cost: 6 // Relic: 4-6.
When this character makes a close combat attack, damage dealt can't be reduced to less than 1.

#S102 PALANTIR
Immobile // Cost: 15 // Relic: 3-6.
This character can use Mind Control. When it does, it can use ⚙ ⬛.

Invincible Iron Man

#S001 IMPACT BEAM
Immobile // Cost: 8 // Relic: 4-6.
Character can use Force Blast. A target is knocked back equal to twice the d6 roll for Force Blast. Knock back damage dealt by this character is increased by 1 and is penetrating.

#S002 VORTEX BEAM
Immobile // Cost: 8 // Relic: 4-6.
Character can use Telekinesis and the Flight ability.

#S003 WHITE LIGHT
Immobile // Cost: 8 // Relic: 4-6.
When character hits a single opposing character with a ranged combat attack, until your next turn, modify the target's attack value by -2 and its damage value by -1.

#S004 FLAME BLAST
Immobile // Cost: 8 // Relic: 4-6.
Character can use Penetrating/Psychic Blast with a minimum range value of 4. If it only targets a single character, it can use Energy Explosion as well.

#S005 MENTO-INTENSIFIER
Immobile // Cost: 8 // Relic: 4-6.

Character can use Mind Control. It can use it as a free action, but may only target a single character that took damage from this character's attack this turn.

#S006 ICE BLAST
Immobile // Cost: 8 // Relic: 4-6.

Character can use Barrier and Incapacitate. When it uses Incapacitate and hits, it may use Barrier as a free action but may only place blocking terrain markers adjacent to the target.

#S007 MATTER REARRANGER
Immobile // Cost: 8 // Relic: 4-6.

When character has no action tokens, give it a free action, and choose a square of blocking, hindering, water, or clear terrain within range and line of fire. You may replace that square with one of the other three types listed.

#S008 BLACK LIGHT
Immobile // Cost: 8 // Relic: 4-6.

Character can use Smoke Cloud as a free action. Opposing characters that begin their turn in a square with one of these terrain markers placed by this ability modify their speed and range values by -2. This character and adjacent friendly characters can use Stealth if they occupy a square with a terrain marker placed by this ability.

#S009 ELECTRO BLAST
Immobile // Cost: 8 // Relic: 4-6.

When making a ranged combat attack, character modifies its damage and range values by +1 and has an additional ⚡.

#S101 DISINTEGRATION BEAM
Immobile // Cost: 8 // Relic: 4-6.

When character hits an opposing character with a relic or resource assigned to it, or holding an object, and the attack roll is 10 or more, remove that relic, resource or object from the game. When character hits an opposing character that is 150 points or less, until your next turn, any time the hit character can use Impervious, Invincible, or Invulnerability, it uses Toughness instead.

Resources: Reference

Infinity Gauntlet

#R101 The Infinity Gauntlet

Resource Information

Cost: Infinity Gauntlet costs 10 points, plus 5 points for each Gem attached to it. At least one Gem must be attached to the gauntlet to activate it. You can't attach more than one of the same type of Gem. (15-40)

Assign: Infinity Gauntlet is assigned to a character when you reveal your force and only that character can use its effects. When assigned character is KO'd, opponent scores the Infinity Gauntlet.

Setup: Infinity Gauntlet dial begins on the green line, but does not have a KO click; the dial may rotate past the starting line. You can't add special objects to your force if Infinity Gauntlet is part of it.

Turning the Dial: At the end of your turn, if assigned character was given a non-free action this turn, choose one: 1) deal assigned character 1 unavoidable damage; or 2) roll a d6 that can't be rerolled and turn the Infinity Gauntlet dial to the right that many times; or 3) if Infinity Gauntlet dial has a special power visible, you may choose to do nothing.

Using Effects: When a Gem, a standard power or a special power is revealed on the dial, assigned character can use the effects associated with that if they can't already. You may only use the Gem effects if that Gem is attached.

Soul Gem: Character can use Steal Energy. When character KO's an opposing character, heal character of 2 damage.

Power Gem: If character's printed range value is 4 or less, character can use Close Combat Expert. If character's printed range value is 5 or more, character can use Ranged Combat Expert.

Time Gem: Character can use Incapacitate and Super Senses.

Space Gem: Character can use Phasing/Teleport and the Carry ability. Modify character's speed value by +2.

Reality Gem: Character can use Probability Control, but only during character's turn.

Mind Gem: Character can use Mind Control and Telekinesis.

☆The Gauntlet Complete: If all six Gems are attached, character's powers and combat abilities can't be countered and character can use Willpower.

Beyond Mortal Limits: At the beginning of your turn, choose an attached gem that you did not choose during your last turn. Character can use the effects of that gem until the beginning of your next turn as long as this power is showing.

② Apotheosis Approaching: Modify character's combat values by +1. At the beginning of your turn, choose a standard power character can't already use. Character can use that power until your next turn.

③ Ultimate Godhood Attained: Modify character's combat values by +2 and character can use the effects of every attached gem. At the beginning of your turn, choose a standard power character can't already use. Character can use that power until your next turn.

Attachable Items
- Infinity Gauntlet #S101 Soul Gem
- Infinity Gauntlet #S102 Power Gem
- Infinity Gauntlet #S103 Time Gem
- Infinity Gauntlet #S104 Space Gem
- Infinity Gauntlet #S105 Reality Gem
- Infinity Gauntlet #S106 Mind Gem

No Man's Land

#007b The Penguin

Resource Information

Cost: 10

☆The Penguin Always Takes His Cut: The Penguin is a resource assigned to your force and is not placed on the map. Once, at the beginning of your turn, you may choose a friendly character. That character can use the power indicated on the dial's current click and modifies its combat values as per the current click. At the end of your turn, if the chosen character was given a non-free action this turn, roll a d6 and compare:

⊡Remove The Penguin from the game and heal the chosen character 1 click.

⊡ - ⊠ Turn The Penguin's dial to the right once. If The Penguin is KO'd it is removed from the game.

▦ Turn The Penguin to any click on the resource dial.

#R100 Utility Belt

Cost: Utility Belt costs 7 points, plus 1 point if the Costume slot is active, plus 1 point for each Utility Belt Item slot that will be active this game (other slots are inactive). At least one Utility Belt Item slot must be active.(8-14)

Assign: Utility Belt is assigned to a character when you build your force and only that character can use its effects. When the assigned character is KO'd, opponent scores Utility Belt.

Setup: Utility Belt begins the game on the green line. After forces are revealed, attach up to one Utility Belt Costume 🗡 if the Costume slot is active and as many Utility Belt Items 🕶 as there are active slots (no more than three of any specific Utility Belt Item). The Utility Belt has no KO click and may rotate past the starting line.

Turning the Dial: At the end of your turn, if the assigned character was given a non-free action or made an attack, roll a d6 that can't be rerolled and turn the Utility Belt to the right that many times. If a special power is revealed while turning the dial, immediately stop turning the dial.

Using Effects: All Costumes and Items grant the character powers and abilities that can be used as directed by their Resource Cards. Once a Utility Belt Item has been used, it is removed from the Utility Belt.

☆Battle Plan: If three or more Utility Belt Items are attached, assigned character can use Indomitable. If five or more Utility Belt Items are attached, you may give the assigned character a free action and select an opposing character within 10 squares and line of fire; that opposing character can't use team abilities until the beginning of your next turn.

Ⅰ Prep Time: Give the assigned character a double power action and turn the Utility Belt to any click that does not have a ~~special~~ power. Do not otherwise turn the dial at the end of your turn.

2 Shared Resources: Give the assigned character a power action. Remove a Utility Belt Item from the Utility Belt and place it in an adjacent square. Flip that item's Resource Card; that item is now a Relic assigned to your force.

3 Hidden Cache: At the beginning of your turn, you may activate an inactive slot. In addition, you may replace or attach any one Utility Belt Item or Costume to the Utility Belt. At the end of the turn, roll a d6 to turn the dial as described above even if the character does not take a non-free action.

4 Quick Swap: Give the assigned character a power action and replace any number of attached Utility Belt Items with different Utility Belt Items.

▬◖◗ : When a number is revealed, if a Utility Belt Item in that slot is used this turn, it is not removed from the Utility Belt.

🎖 : When a number is revealed, if that slot is active but empty, at the beginning of your turn, you may attach any Utility Belt Item to this slot.

⚊ : When numbers are revealed, if the character uses a Utility Belt Item in one of the indicated slots, it may use an Item in the other slot as a free action as long as the two items are not the same. Alternatively, a power and a modifier may be revealed; the character can use the power showing and modifies all of its combat values by the amount displayed.

Attachable Items (Utility Belt Items - ▬◖◗)
Batman #R102 SONIC TRANSMITTER: Character can be given a double power action and each friendly Flock of Bats may be given a move action and a close combat action, each as a free action.

No Man's Land #R101 GAS PELLETS/SMOKE GRENADE: Give this character a power action to use Smoke Cloud until your next turn as a free action. When the hindering terrain markers are removed, deal 1 penetrating damage to each opposing character occupying or adjacent to any of the removed hindering terrain markers.

No Man's Land #R102 BATARANGS: Give this character a ranged combat action to use Incapacitate to target all opposing characters within 6 squares and line of fire; this character can use ◉ ● for this attack. You may give this character an additional action token and if you do, hit characters are given an additional action token.

No Man's Land #R103 GRAPNEL GUN: Give this character a move action; it can use 🏃 ■ and the Carry ability for this action. If the square the character ends its movement in is of a higher elevation than the square it began the movement, it may be given a close combat action as a free action after actions resolve.

No Man's Land #R104 FLASH GRENADE: Give this character a power action to use the Throw a Grenade ability using Flashbang Grenades as a free action. This turn, this character has Grenade Pool: +1. In addition to the normal effects, characters hit by this attack can't draw a line of fire until they have no action tokens.

No Man's Land #R105 REBREATHER: Give this character a power action if it occupies water terrain. When you do, until the end of the turn, the character possesses 🌀 and can use the Move and Attack ability as a free action but does not modify its attack value by -2 when using it.

No Man's Land #R106 HANDCUFFS: Give this character a close combat action that deals no damage. If it hits, the target character may be given power actions to roll a d6, but can't be given any other actions until it rolls a 4-6 for this effect.

Streets of Gotham #R102 RADAR MONITOR: Give this character a power action and choose an opposing team ability (even if it is Uncopyable). This character possesses the chosen team ability for the rest of the game.

2013 WizKids Exclusives #D-R101 SHARK REPELLANT SPRAY: Give this character a power action to use Force Blast. ~~If this character has the Animal keyword or can use the Swim ability, k~~Knock back generated by this ignores game effects that prevent the character from being knocked back if the knocked back character has the Animal keyword or can use the Swim ability,

2013 WizKids Exclusives #D-R102 DISGUISE KIT: Give this character a power action and roll a d6. On a result of 1-3, this item is not removed from the Utility Belt. On a result of 4-6 this character can use 🏃 ● and can't be targeted by an opponent's attack until after your next turn.

2013 WizKids Exclusives #D-R103 TRACER: Give this character a power action and choose a square within 8 squares and line of fire, occupied by an opposing character. Until your next turn, lines of fire drawn to that character are only blocked by indoor blocking terrain; friendly characters modify their attack value by +1 when targeting the chosen character.

2013 WizKids Exclusives #D-R104 BOLOS: Give this character a ranged combat action to use Incapacitate with a maximum range of 4. When it does, all opposing characters adjacent to the target are also given an action token.

2013 WizKids Exclusives #D-R105 PLASTIQUE EXPLOSIVE: Give this character a power action and place up to 3 Plastique special markers within 4 squares, line of fire, and adjacent to a wall or a square of printed blocking terrain. At the beginning of your next turn, the Plastique special markers are removed and all other characters within 4 squares are dealt 3 damage. Any walls or squares of printed blocking terrain adjacent to each Plastique special markers is destroyed.

2013 WizKids Exclusives #D-R106 KRYPTONITE RING: Give this character a close combat or ranged combat action. If the target character possesses the Superman Ally team ability or Kryptonian keyword, modify that character's defense value by -2 for that attack and damage dealt is penetrating.

2013 WizKids Exclusives #D-R107 NIGHT VISION GOGGLES: Give this character a free action and until your next turn, this character can use ⦿ ◻ and if the line of fire crosses hindering terrain, modify this character's attack value by +2.

2013 WizKids Exclusives #D-R108 FIRST AID KIT: Give this character a power action and choose this character or an adjacent friendly character. Roll a d6 and heal the chosen character of damage equal to half the result.

Attachable Items (Utility Belt Items - 🎗)
Batman #R101 SUIT OF SORROWS: This character can use Battle Fury and Super Strength.

No Man's Land #R107 BATMAN COWL: Character possesses 🦇. If the character already possesses 🦇 and is adjacent to a wall or square of a higher elevated terrain, lines of fire drawn to it are blocked when it is not your turn.

Teen Titans #R101 ROBIN UNIFORM: This character possesses 🅣. If this character already has 🅣, it can use the team ability as a free action.

#R200 The Batcave
Resource Information
Force Construction: The Batcave costs 85 points and is assigned to a character when you build your force. This character can be assigned the Utility Belt resource with a Utility Belt Costume and up to 6 Utility Belt Items at no cost. The Batcave can be assigned to additional characters for 10 points each. The Batcave adds Batcave Computer to your force. The Batcave can be played with a cost of 100 points; if you do, The Batcave adds Batcave Computer and Alfred Pennyworth to your force. The Batcave can't be assigned to either of these characters.

Setup: The Batcave is placed in your starting area and can't be moved or placed by any game effect. All squares occupied by The Batcave are considered to be clear terrain.

Game Play: Batcave Computer and Alfred Pennyworth are each considered to occupy all of the squares occupied by The Batcave. Each can be given actions during your turn; they are separate characters. Each character can attack or be attacked from any square occupied by The Batcave. Victory Points for The Batcave (all points added to your force as per Force Construction) are scored only after Batcave Computer and Alfred Pennyworth (if he is on your force) are defeated. When The Batcave Computer is defeated, remove the resource from the game.

Offense/Defense Dials: These dials display powers and abilities using standard combat symbols and colors, team ability icons, and special powers. At the beginning of your turn, roll a d6 that can't be rerolled and click both the Offense Dial and Defense Dial that many times to the right. All characters assigned The Batcave can use the powers and

abilities indicated by the Offense Dial. Opposing characters can't use powers or abilities indicated by the Defense Dial if they would target a character assigned to The Batcave or are targeted by a character assigned to The Batcave. The Defense Dial may also indicate a special power that modifies an opposing character's combat values if they would target an opposing character assigned to The Batcave.

1 Ready For Battle: Characters assigned to The Batcave modify their attack values by +1.

2 Bracing For The Attack: Characters assigned to The Batcave modify their defense values by +1.

3 Working In Sync: Characters assigned to The Batcave modify all of their combat values by +1.

4 Finding Your Weakness: Opposing characters get -1 to their defense value until their next turn if any target is assigned to The Batcave.

5 I Was Ready For That: Opposing characters get -1 to their attack value until their next turn if any target is assigned to The Batcave.

6 I Have A File On You: Opposing characters get -1 to their damage value until their next urn if any target is assigned to The Batcave.

BATCAVE COMPUTER 🦇💀

☆ Security Defense System: Batcave Computer can't be targeted by opposing characters more than 4 squares away. Batcave Computer's combat values can't be modified or replaced. When other friendly characters are on the map, Batcave Computer may only attack adjacent characters and characters that have attacked it since its last turn. When all other friendly characters have been defeated, Batcave Computer may target opposing characters regardless of range or line of fire. Batcave Computer can't be healed.

⊙ Controlled Explosion: Batcave Computer can use Pulse Wave. When it does, friendly characters named "Alfred Pennyworth" are not affected by this use of Pulse Wave.

ALFRED PENNYWORTH 🦇💀

⬨ Come Alfred, I Need You: Give Alfred Pennyworth a power action. Place a 🦇#031 or 🦇#005 Alfred Pennyworth from outside the game in a square adjacent to The Batcave on click #3; The Batcave is assigned to that character at no cost. After actions resolve, deal this character 1 unavoidable damage.

✦ Fully Stocked ER: Alfred Pennyworth can use Support. When he does, he can heal a friendly character even if he or the friendly character are adjacent to an opposing character.

Fear Itself

#R100 The Book of the Skull
Resource Information
Force Construction: The Book of the Skull costs 6 points, plus 3 for each Hammer slot that is activated. Hammers are attached to The Book of the Skull in their corresponding slot.

Assign: The Book of the Skull is assigned to all characters on your force.

Setup: The Book of the Skull begins the game on the green starting line.

Equipping a Character: At the beginning of each of your turns, you may remove a Hammer from the Book of the Skull and place it in the square of a friendly character that is at least 5 squares from any starting area. Also, once per turn you may give a character a power action and remove a Hammer from The Book of the Skull and place it in a friendly character's square that is at least 5 squares from any starting area. Whenever a Hammer is placed in a character's square, that character may immediately use Quake as a free action. If the friendly character is given a power actionmakes a relic roll to place that Hammer on its character card this turn, the roll automatically succeeds and the Hammer is considered "equipped" to that character and that character can use its abilities as listed on the Hammer's card. Unless specified otherwise, a character may only be equipped with one Hammer. If the friendly character does not place the relic on its card this turn, then for the remainder of the game, it is a relic as described on its card.

Victory Points: Any time a character equipped with a Hammer is KO'd, the player scoring victory points for that character scores an additional 3 points for each equipped Hammer and the Hammers are removed from the game. If the entire force is defeated, then the player who scores victory points for the last character on the force is also awarded 6 points for The Book of the Skull and 3 points for each Hammer still attached to it.

Empowered by the Serpent: At the beginning of each of your turns you may choose one friendly character equipped with a Hammer. Until your next turn, that character has its combat values modified and it can use the powers as listed in The Book of the Skull's dial window. The modifiers and powers available to the character depend on the number of Hammers that were attached to The Book of the Skull at the start of the game:

1-2 Hammers – Characters can use slot #1

3-4 Hammers – Characters can use slots #1 - 2

5-6 Hammers – Characters can use slots #1 - 3

7-8 Hammers – Characters can use all slots

When a combat symbol appears in Slot #1, the chosen character modifies that combat value by +1. When a bonus (e.g., +1) appears in Slot #1, the chosen character modifies all of their combat values by the indicated amount. The other slots show a power that the chosen character can use.

Turning the Dial: When an opposing character takes damage from a friendly character equipped with a Hammer, roll a d6 and turn the Book of the Skull dial that many times to the right. If the opposing character was KO'd by that damage, turn the Book of the Skull dial 3 additional clicks. When the dial is clicked past its red line, click it one more time.

After 3 Hammers have been equipped to friendly characters, friendly characters maybe given a power action to exchange one equipped Hammer with the equipped Hammer of another friendly character.

After 4 Hammers have been equipped to different friendly characters, friendly characters may be equipped with up to 2 Hammers each.

After 7 Hammers have been equipped to friendly characters, friendly characters equipped with Hammers can use the Power Cosmic team ability.

1 Characters can use Pulse Wave and Penetrating/Psychic Blast.

2 Characters can use Perplex and Probability Control.

3 Characters can use Perplex and Outwit.

4 Characters can use Probability Control and Outwit.

5 Characters can use Probability Control, Outwit, and Perplex.

Attachable Items
- Fear Itself #S101 Kuurth's Hammer
- Fear Itself #S102 Mokk's Hammer
- Fear Itself #S103 Skirn's Hammer
- Fear Itself #S104 Greithoth's Hammer
- Fear Itself #S105 Nerkkod's Hammer
- Fear Itself #S106 Nul's Hammer
- Fear Itself #S107 Angrir's Hammer
- Fear Itself #S201 Skadi's Hammer

Invincible Iron Man

#R100 Power Plant
Force Construction – The Power Plant costs 10 points, plus 2 for each Ring slot that is activated. Up to 1 of any Ring with the ⦿ symbol may be attached to the Power Plant.

Assign – The Power Plant is assigned to all characters on your force.

Ring Selection – At the beginning of your turn, you may choose a Ring, remove it from the Power Plant and place it on a friendly character's card. That character can use that Ring's effects as if it were a relic. When that character clears, return any Rings on its character card onto the Power Plant.

Drain a Ring's Power – Give a friendly character a free action and remove any one ring from the Power Plant. If you do, that character can either use Outwit or modify all of its combat values by +1, but only for this turn.

Victory Points – Any time a character with a Ring on its character card from the Power Plant is KO'd, the player scoring victory points for that character scores an additional 2 points for each Ring on its card and the Rings are removed from the game. If the entire force is defeated, then the player who scores victory points for the last character on the force is also awarded 10 points for the Power Plant and 2 points for each Ring still attached to it.

Attachable Items

- Invincible Iron Man #S001 Impact Beam
- Invincible Iron Man #S002 Vortex Beam
- Invincible Iron Man #S003 White Light

- Invincible Iron Man #S004 Flame Blast
- Invincible Iron Man #S005 Mento-Intensifier
- Invincible Iron Man #S006 Ice Blast
- Invincible Iron Man #S007 Matter Rearranger
- Invincible Iron Man #S008 Black Light
- Invincible Iron Man #S009 Electro Blast
- Invincible Iron Man #S101 Disintegration Beam

Horde Tokens: Reference

Lord of the Rings†

#H001 Orcs
(M)=8

Horde: **Swarm:** When stacked, give Orcs a power action and as a free action you may unstack any number of Orcs tokens and move each up to (S) squares.

#H002 Uruk-Hai
(M)=4

Horde: **Fearsome Attack:** When stacked and Uruk-Hai hits a character with a close combat attack, after actions resolve you may place an action token on up to (S) adjacent opposing characters (these tokens do not deal pushing damage.)

#H003 Warg Riders
(M)=4

Horde: **Fang and Blade:** When stacked and Warg Riders use Blades/Claws/Fangs, they deal a minimum of (S) damage.

#H004 Riders of Rohan
(M)=6

Horde: **Battlefield Mobility:** When stacked, Riders of Rohan may use the Carry ability to carry up to (S) characters.

#H005 Ithilien Rangers
(M)=4

Horde: **Ambush:** When stacked, Ithilien Rangers replace their speed value with 8+(S).

#H006 Haldir's Archers
(M)=4

Horde: **Unmatched Range:** When stacked, Haldir's Archers replace their range value with 8+(S).

#H007 Eagle
(M)=3

Horde: **Rescue Flight:** When stacked, Eagle replaces their speed value with 8+(S). When (M), Eagles may use the Carry ability to begin carrying a character in any square they move through.

#H008 Ent
(M)=5

Horde: **Break the Dam!:** When stacked, any close combat attack made by Ent destroys up to (S) squares of adjacent blocking terrain after actions resolve.

#H009 Dead Man of Dunharrow
(M)=4

Horde: **Ghostly Charge:** When stacked, Dead Man of Dunharrow can use Charge. When (M) and they use Charge, damage dealt by the close combat attack is penetrating damage.

#H010 Mûmakil
(M)=4

Horde: **Trample:** When stacked, Mûmakil ignores the effects of hindering terrain and characters on movement. When (M), after actions resolve, deal 1 damage to each opposing character occupying a square Mûmakil moved through.

#H011 Orc Catapult
(M)=3

Horde: **FIRE!:** When stacked, Orc Catapult replaces their range value with 8+(S). When (M) and Orc Catapult uses Energy Explosion, damage dealt to the character in the target square is penetrating.

#H012 Mountain Troll
(M)=3

Horde: **SMASH!:** When stacked and attacking with an object, modify Mountain Troll's attack value by +(S). When (M), Mountain Trolls treat light objects as heavy objects when attacking with an object.

The Hobbit†

#H001 Goblin Swarm
(M)=4

Horde: **Mob Melee:** When stacked, Goblin Swarm can use Flurry.

#H002 Warg
(M)=3

Horde: **Pack Hunting:** When stacked, replace Warg's damage value with (S).

#H003 Goblin Archer
(M)=3

Horde: **Pinned Down:** When stacked, Goblin Archer replace their range value with 4 + (S).

#H004 Eagle
(M)=4

Horde: **Death From Above:** When stacked, Eagle may use Charge.

#H005 Rivendell Guard
(M)=4

Horde: **Hidden Sentries:** When stacked, Rivendell Guard can use Stealth.

#H006 Warg Charger
(M)=4

Horde: **Fanged Patrol:** When stacked, Warg Charger can use Blades/Claws/Fangs.

Fear Itself

#H001 Warbot (Flamethrower)
Ⓜ=7

Horde: **Field of Fire:** Warbot (Flamethrower) can use Energy Explosion. When it does, it has one additional ⚡ for every set of 3 in the stack.

#H002 Warbot (Rocket)
Ⓜ=7

Horde: **Salvo:** When Warbot (Rocket) makes a ranged combat attack, modify its attack and damage values by +1 for each set of 3 Warbots in the stack.

#H003 Warbot (Machine Gun)
Ⓜ=7

Horde: **Surpressing Fire:** If Ⓢ is greater than the number of opposing characters within range and line of fire, Warbot (Machine Gun) can use Pulse Wave.

#H004 Army Private
Ⓜ=4

Horde: **We Shall Fight in the Fields and Streets:** When Ⓜ, Army Private can use Close Combat Expert and deal penetrating damage to characters with 🏍 symbol.

#H005 Navy Seamen
Ⓜ=4

Horde: **We Shall Fight in the Seas and Oceans:** When Ⓜ, Navy Seaman can use Enhancement and deals penetrating damage to characters that can use the Swim ability.

#H006 Air Force Airman
Ⓜ=4

Horde: **We Shall Fight with Strength in the Air:** When Ⓜ Air Force Airman can use Ranged Combat Expert and deals penetrating damage to characters that can use the Flight ability.

#H007 Police Deputy
Ⓜ=4

Horde: **We Have You Surrounded:** When Ⓜ, adjacent friendly characters can use the Police team ability.

#H008 Mud Golem
Horde: **Mud Suffocation:** When Ⓢ is greater than or equal to the number of adjacent opposing characters, Mud Golem can use Poison. When Ⓜ, this use of Poison deals penetrating damage.

#H009 Dwarf
Ⓜ=3

Horde: **Weapon Crafting:** Give Dwarf a power action to place a standard light object from outside the game into an adjacent square. When Ⓜ, you may place a standard heavy object instead.

#H010 Stark Solutions Employee
Ⓜ=4

Horde: **Think Tank:** When an adjacent friendly character uses Outwit or Perplex, increase their range value by Ⓢ. When Ⓜ, Stark Solutions Employee can use Outwit or Perplex once per turn.

#H011 Asgardian Warrior
Ⓜ=6

Horde: **For Asgard!:** When Ⓢ is 2 or more and a friendly character with the Asgardian keyword is within 8 squares, Asgardian Warrior can use Charge and modifies his attack value by +1. When Ⓜ, Asgardian Warrior can use Flurry.

#H012 Hammer Industries Saboteur
Ⓜ=4

Horde: **Saboteur:** At the beginning of the game, choose a standard power color once for all friendly characters with this power. When an opposing character within 5 squares is given an action to activate a power of that color, that character rolls a d6. On a result less than Ⓢ, deal that character 1 unavoidable damage.

#H013 Dark Elf
Ⓜ=6

Horde: **Devious Plotters:** When Ⓢ is 3 or more, Dark Elf can use Outwit.

#H014 Mutant Student
Ⓜ=6

Horde: **One of Us Must Have the Right Power:** When Ⓜ, at the beginning of your turn choose a standard power, and Mutant Student can use that power until your next turn or it takes damage.

Fellowship of the Ring†

#H101 Longbeard
Ⓜ=4

Horde: **Unyielding:** When a second action token would be placed on Longbeard, roll a d6; if the result is less than Ⓢ, no token is placed.

#H102 Moria Goblin
Ⓜ=6

Horde: **Wall-Crawling:** Once per turn as a free action when it occupies elevated terrain, give Moria Goblin a move action as if its speed value is Ⓢ.

#H103 Dagorland Orc
Ⓜ=3

Horde: **Driven by the Dark Lord:** When using Charge, Dagorland Orc increase its speed value by Ⓢ.

The Two Towers†

#H101 Man of Gondor
Ⓜ=6

Horde: **Strength in Numbers:** Increase Man of Gondor's damage value by half of ⓢ.

#H102 Shireling
Ⓜ=4

Horde: **Keep Your Nose Out Of Trouble:** Shireling can use Flurry and Plasticity. Shireling increases his speed value by ⓢ.

#H103 Marsh Spirit
Ⓜ=3

Horde: **All Dead… All Rotten:** When Ⓜ, Marsh Spirit can use Poison.

Mage Knight Resurrection†

#H001 Delphana Infernus
Ⓜ=5

Horde: **Together We Burn:** Replace Delphana Infernus's range value with ⓢ+3. When Ⓜ, Delphana Infernus has 2 targets.

#H002 Domineer Monk
Ⓜ=3

Horde: **Hungry Shadows:** When Domineer Monk makes a close combat attack, increase its attack value by ⓢ. When Ⓜ, Domineer Monk's attack rolls with a result of a 10 or 11 are a critical hit.

#H003 Kutturgoyle
Ⓜ=4

Horde: **Stonegaze:** When opposing characters attempt to break away from Kutturgoyle, subtract ⓢ from the roll. When Ⓜ, Kutturgoyle can use Incapacitate.

#H004 Northspirit
Ⓜ=4

Horde: **Icy Eruption:** When Ⓜ, Northspirit can use Quake.

#H005 Wild Rider
Ⓜ=3

Horde: **Khan's Howl:** Increase Wild Rider's speed value by ⓢ. When Ⓜ, Wild Rider can use 🏃 🟥 🟦 🟫 ⚫.

#H006 Vampire Thrall
Ⓜ=5

Horde: **Bloodthirst:** When Ⓜ, Vampire Thrall can use Poison.

The Hobbit: The Desolation of Smaug†

#H001 Rhosgobel Rabbit
Ⓜ=4

Horde: **Rabbit Sled:** When stacked, Rhosgobel Rabbit can use the Carry ability and increases its speed value by ⓢ. When Ⓜ, Rhosgobel Rabbit doesn't modify its speed value by -2 from the Carry ability.

#H002 Lake-town Merchant
Ⓜ=3

Horde: **We've Survived Worse:** When Ⓜ, Lake-town Merchant can use Invulnerability.

#H003 Spider
Ⓜ=3

Horde: **Eight Legs, One Stringer:** When Ⓜ, Spider can use Combat Reflexes and Poison.

#H004 Woodland Creature
Ⓜ=4

Horde: **Varied Creatures:** At the beginning of your turn, choose ⓢ-1 powers from the list and Woodland Creature can use it until your next turn. Battle Fury, Blades/Claws/Fangs, Leap/Climb, Stealth, and Super Senses.

#H005 Goblin
Ⓜ=4

Horde: **Trample:** When Ⓜ, Goblin modifies its attack and damage value by +2.

#H006 Worker Spider
Ⓜ=3

Horde: **Drones, Builders:** When stacked, Worker Spider increases its range by ⓢ.

#H007 Hunter Orc
Ⓜ=3

Horde: **Unstoppable Army:** When stacked, Hunter Orc increases its defense value by ⓢ.