



# MARVEL HEROCLIX UNIVERSE

Quick-Start  
and  
Complete Rules

# MARVEL HEROCLIX UNIVERSE

## Quick Start Rules

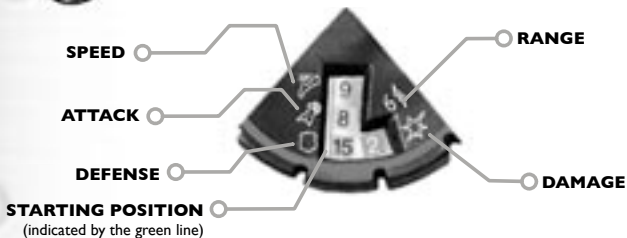
### What You Need

Everything you and a friend need to start playing a game of **Marvel™ HeroClix™** is in this Starter Set. If you're just learning how to play, pull out the dice, map, turning ring, and six characters. The characters you should have are:

Spider-Man™    Wolverine™    Wasp™  
Sabretooth™    Elektra™    Hobgoblin™

Each character in **Marvel HeroClix** has a point value, which is shown in Figure 1 on p. 7. This Starter Set is designed to get you playing right away, so create two teams: one composed of Spider-Man, Wolverine, and Wasp, and one composed of Sabretooth, Elektra, and Hobgoblin.

Choose the team you want to play. If you and your friend both want to play the same characters, roll one of the dice. The person who rolls the highest number gets to choose first (reroll any ties).



### Check Out the Dial

Pick up a character and look at its base. Use the turning ring to turn the dial underneath; feel how it “clicks” with each turn. “Clicking” the dial is how you show your character getting hurt as it fights. Each click reveals a set of numbers in an L-shaped window on the top of the base. A character’s numbers change every time it gets hurt by an attack. The numbers usually get lower (worse) as a character gets hurt, but sometimes they get higher (better).

The top number—next to the boot, dolphin, or wing symbol—is



Spider-Man



Wolverine

the number of squares the character can move in a turn, or its speed value. The second number—next to the fist symbol—represents how good the character is at combat, or its attack value. The third number—next to the shield symbol—represents the character's ability to avoid being hit, or its defense value. The fourth number—next to the blast symbol (at the lower right of the L)—shows you how much it hurts when this character hits, or its damage value. The number next to the lightning bolt symbol(s) tells you how many squares away this character can make an attack, or its range value.



Starting areas shaded white.

Some of the numbers in the L-shaped slot have colors around them. Don't worry about the colors for now; you'll use them when you play the complete game.

Let's get started!

## Set Up Your Characters

You and another player sit across from each other at a table or on the floor, about three feet apart. Choose the map you want to use and lay it out between you and the other player. That's the scene where your characters are going to duke it out.

Click each character's dial so that a vertical green line appears on the left side of its numbers in the L-shaped window. That's the starting position.

Set up your characters along your edge of the map. Make sure they're no more than 2 squares away from your edge and at least 4 squares away from the left and right edges.

## Start Playing

Roll two dice and add the numbers. The player with the highest total is the first player. Reroll ties.

You and the other player take turns giving actions to your characters. The first player goes first. Each turn equals one action taken by one character.

When you give a character an action, you have three choices: move, close combat, and ranged combat.

You can move the same character every turn if you want, but you may only perform one action with that character each turn.

**Hint:** You'll be tempted to move your favorite character every turn, but you may find that it's better to swap which character you use each turn so you can use some strategy to defeat your opponent.

When you're done with your action, your turn ends and it's the other player's turn.

Alternate turns throughout the game.



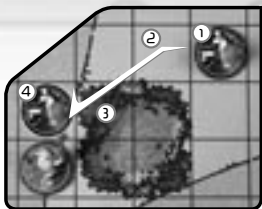
Soaring



Hovering

## Moving Characters

A move action lets you move a character around the map. The number next to a character's boot, dolphin, or wing symbol tells you how many squares that character can move. Your character can move in any direction, even diagonally.



Move your character.

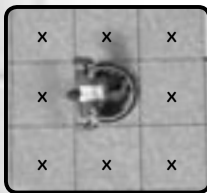
## Obstacles

Some features on the map slow down or stop your character's movement.

You can't move your character through a thick black line; you must go around it, if possible.

When you move your character into a square with a picture (furniture or a tree, for example), your character has to stop, even if you could move it more squares. This character can start moving again the next time you give it an action.

When you move your character into a square with water; your character has to stop, even if you could move it more squares. This character can start moving again the next time you give it an action. As long as your character stays in the water, or on the turn it leaves the water, it can move only half its speed value (rounded up).



X = Adjacent Squares.

## Special Movement and Obstacles

Characters with a wing symbol can fly. These characters are mounted on clear plastic stands. Flying characters can ignore thick black lines, objects on the ground, and water because they fly right over these obstacles.

Characters with a dolphin symbol are aquatic. Swimming characters can move through water at their full speed value.

## Close Combat

A close combat action represents up-close, hand-to-hand fighting. Your character has to be in a square next to an opposing character

(this is called being adjacent) to make a close combat attack.

Note that flying and nonflying characters can't make close combat attacks against each other. They're too far away.

When you make a close combat attack, roll the two dice and add together the numbers. Then add the attacker's attack value (the number next to the fist symbol on the character's base) to the dice roll result.

Compare that total with the target's defense value (next to the shield symbol). If the attack total is equal to or greater than the defense value, your character's attack is successful. Skip to "Taking Damage" on p. 5 for directions on what to do next.

If the attack total is lower than the defense value, your character missed and your turn is done.

## Ranged Combat

A ranged combat action represents fighting at a distance with guns, energy blasts, thrown objects, and so on. A character can't make a ranged combat attack if it is adjacent to an opposing character.

Look at the number next to the lightning bolt(s) on your character's base. If the number is

0, your character doesn't have a ranged attack and can't take a ranged combat action. If it's greater than 0, that number tells you how many squares away from your character its attack can reach. Count squares for ranged combat the same way you do for movement. A character can attack in any direction, regardless of the direction it's facing.

Draw an imaginary line from the center of the attacking character's square to the center of the target's square. If the line goes through a square that has another character in it or it crosses a thick black line, you can't take the shot.

Otherwise, ranged combat works like close combat. Roll the two dice and add together the numbers. Then add the attacker's attack value to the die roll result.

Compare that total to the target's defense value. If the attack total is equal to or greater than the defense value, your character's attack is successful. Skip to "Taking Damage" below for directions on what to do next.

If the attack total is lower than the defense value, your character missed and your turn is done.

## Taking Damage

When a close combat or ranged combat attack is successful, check the damage value on the attacking character's dial (next to the blast symbol). Click the target's combat dial in a clockwise direction a number of times equal to the damage value.

When only **KO** is showing through a character's L-shaped window, the character is defeated; remove it from the map.

## The End of the Game

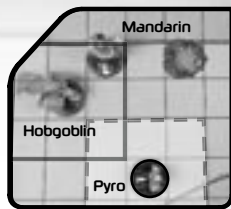
The game ends when you've been playing for 50 minutes, or when all of one player's characters are defeated. As soon as one of these conditions occurs, each player adds up their victory points. To do this, add together the point values of every character your force defeated. Then add in the point values of any of your characters that are still on the map. The player with the most points, wins!

## What's Next?

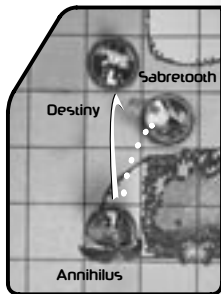
Play a couple of games with the six superheroes included. Now imagine how many more options you'd have and how much more fun it would be if The Hulk™, Magneto™, and The Fantastic Four™ joined the battle! Look for **Marvel HeroClix** Booster Packs in stores near you. They contain randomly inserted, pre-painted superhero figures ready to battle right out of the box!

## But This Is Only the Beginning!

Wanna knock someone through a wall, pick up a dumpster and squash someone with it, or mind control your enemy into doing what you want? Then read the Complete Rules and see all the power that your characters really wield!



**Mandarin™** is adjacent to **Hobgoblin™** (indicated by solid line). **Pyro™** is not adjacent to either (indicated by dotted line).



**Annihilus™** has an 8 next to his lightning bolt symbol, so he can attack characters up to eight squares away. So, he can target **Destiny™** (solid line) or **Sabretooth™** (dotted line) with a ranged combat attack.



## MARVEL HEROCLIX UNIVERSE

### Complete Rules

Welcome to the **Marvel HeroClix** game! **Marvel HeroClix** is a fast-playing game of tabletop combat using collectible miniatures of Marvel Comics personalities. Each miniature is called a figure. The figure, base, and combat dial together are called a *character*.

When you play a **HeroClix** game, you build a *force* from your own collection of characters. You can build a force any number of ways, using characters from a single comic book or from all over the Marvel universe. The **Marvel HeroClix** game can be played by any number of players, but it plays best with two to four players.

### Check Your Gear

The **Marvel HeroClix** Starter Set includes everything you need to play; each player needs a Starter Set in order to play. In addition to your characters and this rulebook, you should have 1 two-sided *battle map*, 1 Powers and Abilities Card, 2 six-sided dice, 1 turning ring, 6 *object tokens*, and 10 two-sided *terrain markers* (2 special/broken wall markers, 4 barrier/broken wall markers, and 4 smoke cloud/broken wall markers). You may find that a length of string (or other straight edge) and a few coins (or other small objects to use as *action tokens*) will help you play the game.

### HeroClix Characters

Besides the figure itself, a **Marvel HeroClix** character is made up of two main parts: the base and the combat dial.

## The Base

Each character's base contains important information, as shown in **Figure 1**.

Some characters look the same, but have different ranks, team designations, or combat dials. Each character's base includes a collector's number.

### POINT VALUE

The number of points the character is worth when building your force.

### COLLECTOR'S NUMBER

The collector's numbers allow you to keep track of the characters in your collection.

### SET SYMBOL

There are 126 different characters in this **Marvel HeroClix** set.



### TEAM SYMBOL

The group to which the character belongs.

### CHARACTER'S NAME

### EXPERIENCE RING

The colored arc that represents the character's rank: yellow—Rookie, blue—Experienced, red—Veteran, silver—Unique, bronze—Limited Edition.

Figure 1

### STAT SLOT

## The Combat Dial

The combat dial is the rotating disk found under each character's base. Each character's combat dial shows sets of numbers that tell you how well your character does certain things.

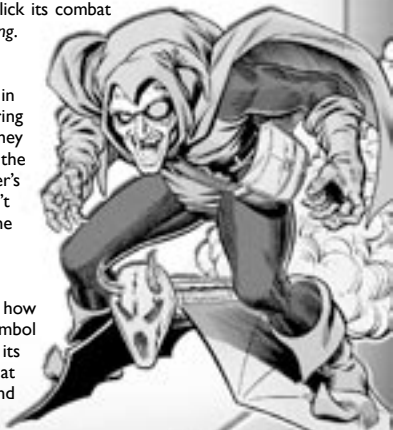
Each time your character takes *damage* during the game, you *click* its combat dial clockwise to the next set of numbers. Each time your character takes damage, its combat dial numbers change, reducing the character's effectiveness or changing the character in some way. Each time your character is healed during the game, click its combat dial counterclockwise once for each point of *healing*.

### COMBAT VALUES

Each character has *five combat values*, as shown in **Figure 2**. Four of these values can change during the game: *speed*, *attack*, *defense*, and *damage*. They are on the combat dial, and can be seen through the L-shaped *stat slot*. The fifth value is the character's *range* for ranged combat attacks, which doesn't change as the dial is turned and is printed on the base. Each value appears next to its symbol.

### SPECIAL SPEED MODES

Each character has a speed symbol to represent how it moves: a boot, a wing, or a dolphin. A boot symbol indicates that a character cannot fly or swim on its own; it is affected by *terrain*, such as water, that affects ground-based movement. The wing and dolphin symbols indicate special speed modes.



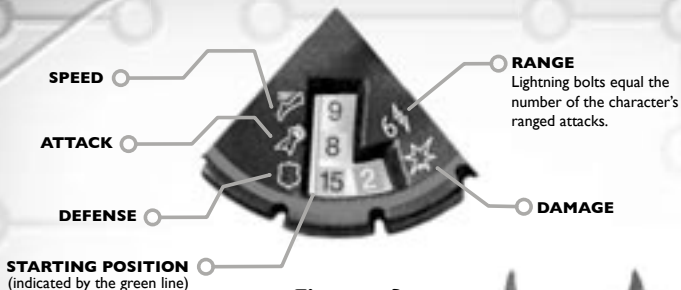


Figure 2



#### Flying Characters

A character with a wing symbol can fly.

Flying characters use all the standard rules for **HeroClix** characters, except where noted in these rules. Flying characters have two different levels of flight: *hovering* and *soaring*, indicated by moving the *flight indicator* on the character's clear center post (as shown in **Figure 3**)—down for hovering and up for soaring.



#### Swimming Characters

A character with a dolphin symbol can swim.

Swimming characters use all the standard rules for **HeroClix** characters, except as noted on p. 19 under "**Hindering Terrain**."



Figure 3

## Prepare to Play

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

### Build Your Force

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

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

A force can consist of two or more of the same character. The only exception is that only one Unique version of any given character can be chosen for a force. Limited Edition

characters are Unique. A Unique character can be teamed up with non-Unique characters with the same name. Two players may have the same characters in their forces, including Uniques, which are identified by the silver or bronze ring on their bases.

**Strategy Tip:** One way to build your force is to start with a theme. For example, you can create a force that specializes in ranged attacks or mind control, or that inflicts massive damage by throwing objects. It doesn't pay, however, to make your force too specialized. For each strategy, there is a counterstrategy, so it's important to make your force diverse enough to handle a variety of threats.

**Example 1:** Julie is creating a force with a build total of 100 points. She first takes the Rookie version of Wolverine (44 points) for his Blades/Claws/Fangs and Regeneration ability. Next, she chooses the Veteran Meltdown™ (23 points), because she's good at ranged combat. Julie also selects the Rookie Shadowcat™ (28 points) for her movement and ability to avoid damage.

Julie adds up the point values of her characters. The total is 95 points (44 + 23 + 28). Julie's force could total up to 100 points, so she's within the limit. She could not have chosen characters whose point values exceeded 100 points.

**Example 2:** Shane wants to build a 200-point force. He has multiple Cyclops™ characters and wants to create a team. He begins with a Unique Cyclops for 39 points. He has enough points to play a second Unique Cyclops, but is not allowed to play a second Unique Cyclops. He could play his Unique Spider-Man, but instead he chooses to play an Experienced Cyclops for an additional 68 points. He has plenty of points left, so he decides to add a Veteran Typhoid Mary™ for 21 points, a Rookie Bullseye™ for 26 points, Experienced Paramedic™ for 10 points, and an Experienced Black Panther™ for 36 points. The total is a tidy 200 points (39 + 68 + 21 + 26 + 10 + 36).



## Prepare for Battle

Now it's time to create the *battlefield*.

Each player rolls two six-sided dice and adds together the results. Reroll any ties. Whoever rolls the highest result is called the *first player*.

The first player chooses the map where the battle will take place. The map included in the Starter Set gives you two choices: Avengers' Mansion (*outdoors*) and Xavier's school (*outdoors*).

Once the first player has chosen the map, the player to his or her left chooses the *edge* of the map on which he or she will set up his or her characters. If there are more than two players, continue around the table

clockwise until everyone has a different *starting area*, as shown in **Figure 4**. In two-player games, starting areas should always be opposite each other.

**Scenarios:** Scenarios allow you to play under special circumstances and/or within special storylines. If a scenario is to be used, all players must agree to it before beginning the game. Check out the “**Showdown**” scenario on p. 25.

### Place Objects on the Map

The six round tokens represent objects that characters might use in their battles: a boulder, a computer, a file cabinet, a generator, a manhole cover, and a motorcycle.

Once all players have chosen their starting areas, each player must place three object tokens face down in a single pile off to the side of the map. Starting with the first player, each player takes a token from the pile, looks at it, and places it face-up on the battlefield. Objects must be placed on *clear terrain* (see “**Clear Terrain**,” p. 19) and cannot be placed in any player’s starting area. Continue in a clockwise direction until all tokens are placed on the battlefield.

### Place Your Characters

When all objects are placed, each player turns the combat dial of each of his or her characters so that a vertical green line appears to the left of the numbers in the stat slot. This green line indicates the character’s *starting position*. Choose the starting flight mode—hovering or soaring—for each flying character by moving the flight indicator on each flying character’s clear center post up or down (see “**Flying**,” p. 14).

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

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

If you wish to use a scenario in this game, you may do so at this time by following the directions of the scenario you chose.

### Important Game Concepts

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

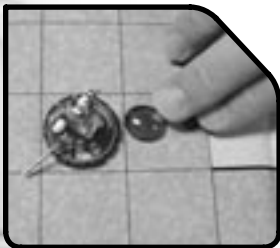
#### Action Tokens

If you give an action (except a *free action*) to one of your characters, mark the character with an action token, as shown in **Figure 5**. You can use any small



**Figure 4**

Starting areas noted by lighted sections.



**Figure 5**

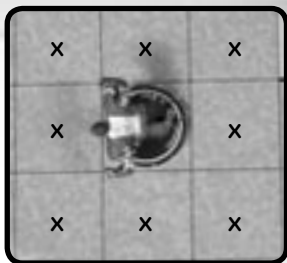
object, such as a coin or bead, as an action token. This token will remind all players which characters have taken actions during a turn. At the end of your turn, remove all tokens from your characters who did not take an action that turn.

## Adjacent Squares

*Adjacent squares* are squares on the map that are touching one center square, including squares on the *diagonal*. This means that most squares have eight adjacent squares, as shown in **Figure 6**.

Characters occupying adjacent squares are considered adjacent to one another, as shown in **Figure 7**. Characters and squares on opposite sides of *blocking terrain* or on different elevations (see “**Terrain**,” p. 19) are not considered adjacent.

Soaring characters are adjacent only to other soaring characters (see “**Flying**,” p. 14).



**Figure 6**

Each X indicates an adjacent square.

## Archenemies

Some characters have colored (not black) bases. Two characters with the same color base and that have the same set symbol are *archenemies*. A character may have more than one archenemy. The following rules apply regarding archenemies:

- You cannot build a force that contains characters that are archenemies of each other.
- Characters with the same name can be on the same team. They are not archenemies.
- If a character delivers the *defeating blow* to its archenemy (so that three **KO** symbols appear in the defeated character's stat slot), that character's player receives a bonus at the end of the game, as described in the “**Victory!**” section on p. 24.

## Friendly and Opposing Characters

*Friendly characters* are those you control or who are controlled by an allied teammate. *Opposing characters* are any that are controlled by an opponent. Friendly and opposing status is set at the beginning of the game, but can change during the course of the game.

## Powers

The colored squares that may appear behind your characters' combat values represent their *powers*. Powers come and go as your characters take damage and are healed. Descriptions of all powers appear on the Powers and Abilities Card.

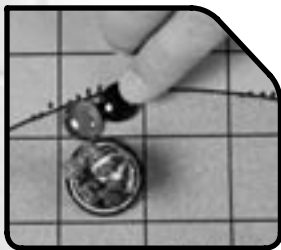
Powers are in effect as long as they appear in the stat slot. If a power is described as optional, it is assumed that the character is using that power unless the player controlling the character states that the power is being *anceled*. The controlling player may cancel the effect at any time, in which case it is canceled until the end of the current turn. Powers that have been canceled are assumed to be in effect again at the beginning of the next player's turn.

Some powers require an *action* to activate them, as noted in those powers' descriptions. An action of the appropriate type can be used to activate only one power per turn.

## Pushing

If you give an action (other than a free action) to the same character on two consecutive turns, turn that character's combat dial once clockwise (the same direction you click a character when it takes damage) after it resolves its current action. This is called *pushing a character*, or *pushing damage*. The clockwise click represents the fatigue caused by taking actions back to back. You may not give any character an action (other than a free action) on three consecutive turns. Pushing damage may also result if a character is the target of some powers.

If you push a character, put a second action token on that character (as shown in **Figure 8**), and leave both tokens until your next turn. On that turn, the two tokens will remind you that you can't give the character any action (except a free action). At the end of that turn, remove both tokens.



**Figure 8**

**Hulk** was given an action last turn and this turn. He has been pushed, and is marked with a second action token. After the second action is resolved, he takes 1 pushing damage.

that once all modifiers have been calculated, no value can be modified by more than 3. It is important to note that the effects of powers and abilities and team abilities override standard **HeroClix** rules. The rule of 3, however, takes precedence over any powers and abilities and team abilities.

## Team Abilities

The colored symbol on a character's base indicates the character's team association. Teams have special abilities that their members can use. *Team abilities* are described on the Powers and Abilities Card. In general, a team ability is in effect as long as one member of that team



**Figure 7**

**Mandarin** is adjacent to **Hobgoblin** (indicated by the solid line). **Pyro** is not adjacent to either (indicated by dashed line).

## Replacement Values

Some powers and abilities and team abilities allow the substitution of one combat value for another. These substitute values are called replacement values. For example, when one value "becomes" or is used "instead of" another value, it is a replacement value. Replacement values are not *modifiers*.

## Rounding

Sometimes a game effect will tell you to reduce a character's combat value by half. If this would result in a fraction, always round up.

## Rule of 3

Many modifiers can affect combat values during the game. Because all modifiers are cumulative, there is a special rule called the rule of 3. The rule of 3 states

on your force is still on the map, though some team abilities require that more than one member of that team on your force remain on the map. All team abilities are optional. Some characters or versions of characters have no team affiliations. Team abilities may not be lost or countered.

## Turns and Actions

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

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

You begin each turn with a certain number of actions. This number remains the same for the entire game. The number of actions you get depends on the build total of your force: You get one action for every 100 points of your force's build total. For example, a force with a build total of 100 points gives you one action every turn. A build total of 200 points gives you two actions every turn; 300 points gives you three actions, and so on. Your action total remains the same even if one of your characters is knocked out, or *KO'd*, and removed from the game.

During your turn, you assign actions to your characters. You must resolve one action before choosing the next action (if you have more than one action available). You may never give more than one action (other than a free action) per turn to any character in your force. If you have more actions than characters, you cannot use the extra actions. You cannot save or accumulate actions from turn to turn. Each action must be chosen from the following four options:

- Move action
- Close combat action
- Ranged combat action
- Power action

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

You do not have to use all of your actions in a turn. At the end of any turn in which a character did not receive an action token, remove all action tokens from that character.

**Example:** *Cathy has five characters in her 200-point force. She gets two actions at the beginning of each of her turns. During one of her turns, Cathy wants to take a shot at one enemy character and move closer to another one. Cathy gives a ranged combat action to Mystique™, and after resolving the attack, she gives a move action to Iron Man™. Cathy has now given her two actions to two different characters, and her turn is over. Note that she could have given two characters move actions or two characters ranged combat or close combat actions. There is no restriction to the mix of actions that you can give to your characters on any given turn.*

## Free Actions

Free actions do not count toward your action allotment for the turn. Free actions may be used at any time—during your turn or an opponent's turn. All free actions derive from powers and abilities or team abilities and must follow the rules outlined in the descriptions of those powers and abilities.

## Movement

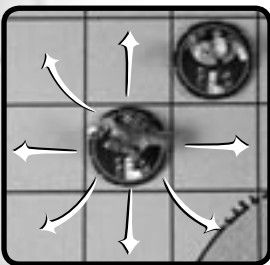
A character's current speed value is shown on its combat dial. This is the maximum number of squares you may move the character when you give it a move action, as shown in **Figure 9**. A character can move diagonally.

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

### BREAKING AWAY

If a character occupying a square adjacent to one or more opposing characters moves as a result of being given a move or power action, that character must attempt to *break away*, as shown in **Figure 10**. Roll one six-sided die.

On a result of 1–3, the character fails to break away, may not move, and the character's action is over. On a result of 4–6, the character has succeeded in breaking away from all opposing characters adjacent to that character and may move.



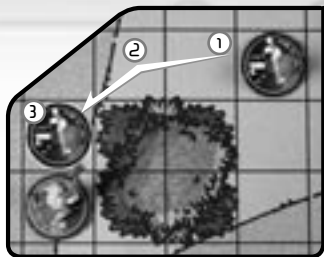
**Figure 10**

The roll to allow **Gambit™** to break away was successful, so **Gambit** may move in any direction as shown by the arrows.

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

**Hovering:** A hovering character is floating near the ground. To show that a character is hovering, move the flight indicator on its clear center post to its lowest position, as shown in **Figure 11**.

A hovering character may ignore the effects of opposing characters and *hindering terrain* on movement. Hovering characters may change elevation and even hover on top of *elevated terrain*. For purposes of breaking away and close combat, consider a hovering character to be at the level of elevation its base is on.



**Figure 9**

When measuring distance for movement and ranged combat, simply count the squares on the map in any direction. For example, a character with speed 8 may move up to 8 squares in any direction.

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

### Flying

Flying characters have two flight modes: hovering and soaring.

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

A flying character can change flight modes when moving. Changing flight modes reduces the character's speed value for that action by 1 for each change. Count this cost when you move the flight indicator.

Hovering is the only flight mode that characters may use indoors.

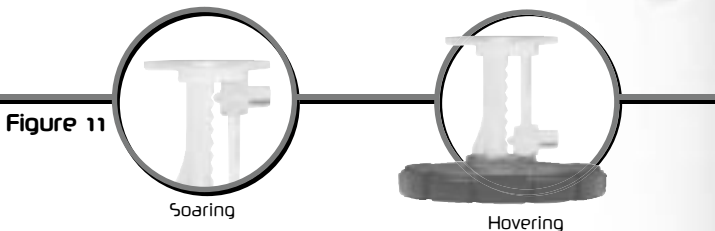
Hovering characters and characters on the ground do not have to make break away rolls when in a square adjacent to soaring characters.

**Soaring:** A soaring character is flying high above the battlefield. To show that a character is soaring, move the flight indicator on its clear center post to its highest position, as shown in **Figure 11**.

Soaring characters ignore the effects of all types of terrain, objects, and characters on movement.

Soaring characters can affect only other soaring characters. Soaring characters, on the other hand, may be attacked by hovering or ground-based characters that possess ranged attacks.

Soaring characters have to break away only from other soaring characters.



**Carrying Other Characters:** Flying characters may carry other friendly characters that have the boot or dolphin symbols; flying characters cannot carry other characters with flight (with the wing symbol). A flying character cannot pick up or carry a character who is holding an object, but the flying character may carry both a character and an object. In order for a character to be carried, it must first be picked up. Picking up a character is a free action, but a flying character must be in hovering mode in order to pick up a character.

To be carried, a friendly character must be adjacent to the flying character at the beginning of the flying character's action. During the move action, power action, or free action in which the flying character moves, count the number of squares the flier moves, including flight mode changes. At the end of the move, the flying character must be in hovering mode, and must place the carried character in an adjacent square it is able to occupy.

A carried character does not receive an action token for being carried, but may not be given an action (other than a free action) until the beginning of the next turn.

## Combat

Characters can take two kinds of combat actions: close combat and ranged combat. Both types of combat actions are described below. A character given a close or ranged combat action is called the *attacker*. The character against which the attack is made is called the *target*.

The following general rules apply to both close combat and ranged combat actions.

### The Attack Roll

To determine the success or failure of an attack, the attacking player makes an attack roll. Roll two six-sided dice and add the result to the attacker's

attack value. If the result is equal to or greater than the defense value of the target, the attack succeeds. Certain powers or game modifiers may alter attack and defense values.

### Damage

When your character makes a successful attack, the *damage dealt* is equal to its damage value, modified by any powers and abilities. The target takes that much damage, modified by any of its powers and abilities. Your opponent must click the target's combat dial clockwise a number of times equal to the *damage taken*.

### Targeting Friendly Characters

You cannot target a friendly character with a damaging attack. *Additionally*, a character can never target itself with any attack or power—damaging or healing—unless a power specifically says otherwise.

### Defeating Characters

As soon as three **KO** symbols appear in a character's stat slot, that character is defeated. Remove the character from the map. It is KO'd and no longer part of the game.

### Rolling 2 and 12

If you roll two 1s (for a total of 2) on an attack roll, you automatically miss the target, even if your attack roll result would be high enough to *hit* the target. This is called a *critical miss*. Immediately click your character's combat dial once clockwise; this represents a weapon backfire or your character straining or wounding itself during the action.

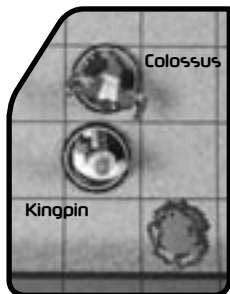
If you roll two 6s (for a total of 12) on an attack roll, you automatically hit the target, regardless of what you needed to roll to hit. This is called a *critical hit*. If you were trying to damage the target, then the critical hit increases damage dealt by 1 for this attack. If your attack is against multiple ranged combat targets, this extra damage dealt affects all targets hit.

**Support Power:** If you roll 2 while using a character's Support power, the Support attempt automatically fails. Immediately click the targeted character's combat dial once clockwise. If you roll 12 while using the Support power, your Support attempt automatically succeeds. Add 1 healing to the die roll result.

### Knockback

If a player rolls doubles on the dice in a successful attack roll (except for two 1s, which are never successful), the target suffers *knockback* when the action resolves. The knockback rule represents a character being thrown backward by the force of an attack.

The target is knocked back 1 square for each 1 click of damage taken. The attacker moves the target character away from the attacking character along a straight line, even if that path is on a diagonal.



**Figure 12**

Brian rolled double 5s on a successful attack roll made by **Colossus™** against **Kingpin™**. **Kingpin** is hit and takes 4 damage. This knocks him back four squares, but he can move back only one square before he hits a wall (thick black line). **Kingpin** is dealt 1 knockback damage as he slams into the wall.

If the knockback path crosses blocking terrain, the character stops before entering the square containing the blocking terrain and is dealt 1 click of *knockback damage* for slamming into blocking terrain, as shown in **Figure 12**.

If a character is knocked off elevated terrain, it lands on the ground in an available adjacent square—chosen by the player whose character caused the knockback—and is dealt 2 damage from the fall.

Hovering characters are dealt knockback damage only if their knockback paths cross blocking terrain (as above) or would cross a map edge. Soaring characters are dealt knockback damage only if their knockback paths would cross a map edge.

Powers that reduce damage dealt (such as Toughness, Invulnerability, or Impervious) reduce knockback damage.

If the knockback path would intersect a square occupied by another character, place the knocked back character in the last available unoccupied square of its knockback path. Stopping in this way does not deal damage to either character.

### Healing and Other Repairing Abilities

Using powers such as Support, Regeneration, and Steal Energy, characters can heal damage. When healing, click the combat dial counterclockwise, but stop applying healing once you reach the character's starting position.

## CLOSE COMBAT

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

Your character must be adjacent to a target to make a *close combat attack*.

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

## RANGED COMBAT

Ranged combat represents ranged attacks such as thrown bombs, power rings, machine guns, energy blasts, and mind attacks.

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

Before making a ranged combat attack, you must determine if the attacker has a clear *line of fire* to the target and if the target is within range. To determine if there is a clear line of fire, use any straight edge or draw an imaginary line from the center of the attacker's square to the center of the target's square. Line of fire is blocked and the attack cannot be made if the imaginary line passes through a square that contains a character other than the attacker or the target, or if the line of fire crosses blocking terrain. Soaring characters block line of fire only if the line is being drawn to or from another soaring character. A line of fire that passes between two adjacent characters, even on an exact diagonal, is blocked. Grounded characters block line of fire only to other grounded characters.

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

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

You may use a ranged combat action to target an opposing character who is adjacent to a friendly character, as shown in

### Figure 13.

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

**Soaring:** Soaring characters may attack only other soaring characters. A soaring character may not make a ranged combat attack against a hovering or grounded character. A hovering or grounded character can, however, make a ranged combat attack against a soaring character, as shown in **Figure 14**. Reduce the hovering or grounded attacker's range by half. Soaring characters can be targeted by powers such as Perplex, Probability Control, and Outwit. Lines of fire drawn to soaring characters from grounded characters are not blocked by blocking terrain.

### Multiple Ranged Combat Targets

All characters show one, two, or three lightning bolt symbols next to their range value. The number of lightning bolts is the number of different targets your character may target with a single ranged combat attack. A character may not target the same character more than once during a ranged combat action.

If one of your characters attacks more than one target, you must draw a clear line of fire to each target. You do not have to target as many characters as you have lightning bolts.

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

When your character is attempting to affect more than one target with a ranged combat action, you make only one attack roll; compare this result to every target's defense value. Some targets with low defense values might be affected, while others with high defense values might not be affected. Whenever you target multiple opposing characters with a single ranged combat attack, divide the attacker's damage value any way you choose among the successfully hit targets.

**Example:** Jon gives a ranged combat action to the Veteran version of Iron Man. Iron Man has two lightning bolt symbols next to his range value.

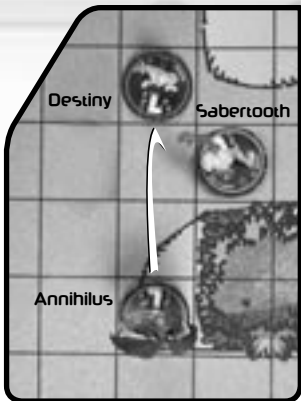


Figure 13

**Annihilus** can attack **Destiny**, even though **Sabretooth**, who is a friendly character to **Annihilus**, is adjacent to **Destiny**.

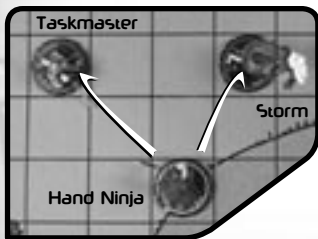


Figure 14

Even though **Storm™** is soaring, **Taskmaster™** is close enough to make a ranged combat attack. He could also attack the **Hand™ Ninja**.

Jon chooses two opposing characters within Iron Man's range. Jon can draw a clear line of fire to each of the two targets.

Iron Man has an attack value of 10. Jon rolls two six-sided dice, with a result of 7. The attack roll is  $17 (10 + 7 = 17)$ . Jon compares his 17 to the defense values of the two targets: One is the Unique Thanos™, with defense 18, and the other is the Experienced Viper™, with defense 15. Iron Man misses Thanos, but hits Viper for 3 damage.

## Terrain

Terrain can be walls or other objects drawn on the battle map, object tokens placed on the map at the beginning of the game, or effects created by the use of powers.

**HeroClix** has four types of terrain: clear, hindering, blocking, and elevated; elevated terrain is a special type that modifies other types of terrain. There is no terrain at the soaring level of flight.

### Clear Terrain

Clear terrain is defined as open space with no obstructions, such as a rooftop, park, or an empty street.

Characters can move and fire through clear terrain with no penalty to their speed or attack values.

Stairs and ladders are clear terrain and allow characters to change their elevation level. The top square of a set of stairs is elevated terrain. A character must pass through each square of the stairs, starting at the "bottom," in order to get to the "top" of the stairs.

### Hindering Terrain

Hindering terrain consists of trees, furniture, debris, objects, and other similar items. Hindering terrain is indicated by thin black lines on the map.

A character that enters hindering terrain from nonhindering terrain must stop moving. Any character that begins its turn in hindering terrain has its speed reduced by half.

If a line of fire between two characters on the ground passes through any square or squares containing hindering terrain, including the square that the target occupies, increase the target's defense value by 1. This is called the *hindering terrain modifier*. Add this modifier only once, regardless of the number of squares of hindering terrain the line of fire passes through. However, if an attacker is standing in a square of hindering terrain and it is the only square of hindering terrain between the attacker and his target, the hindering terrain modifier is not applied. This represents an attacker's ability to fire from the edge of hindering terrain—protected by it, but not impaired by it.

Close combat attacks are not affected by hindering terrain because they do not require a line of fire.

**Water:** Shallow water features, such as streams and ponds, are hindering terrain for movement, but not for line of fire purposes. Characters that can swim (that have the dolphin symbol on their base) treat water terrain as clear terrain for movement purposes.

### Blocking Terrain

Walls and buildings represent blocking terrain. Blocking terrain is indicated by thick black lines on the map. Blocking terrain ends exactly at the edge of squares and never fills just part of a square. Characters cannot move into or through blocking terrain. Blocking terrain blocks any line of fire crossing it.

Characters on opposite sides of blocking terrain are not adjacent, may not target each other with close combat attacks, and do not need to roll to break away from each other.

Characters can destroy a single square of blocking terrain by targeting it with an attack that deals at least 3 damage in a single action (the character must have a damage value of at least 3, or have a power enhance its damage so that it will deal at least 3 damage in a single action). A character attacking blocking terrain hits automatically.

Blocking terrain is reduced to hindering terrain if destroyed. Place broken wall terrain markers in the squares on both sides of the destroyed blocking terrain as shown in **Figure 15**.



**Figure 15**

## Elevated Terrain

Elevated terrain represents clear, hindering, or blocking terrain at a level that is above the battlefield, but below the level of soaring characters. Objects, terrain features, and characters who are on elevated terrain are considered elevated. Elevated terrain can be reached in many ways, including climbing stairs or ladders, scaling or jumping walls with the Leap/Climb power, or by a flying character in either hovering or soaring flight mode. Descending from soaring to elevated terrain costs a character 1 speed point.

Elevated terrain cannot be destroyed.

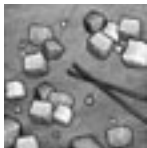
Characters, objects, and terrain that are not elevated are called *grounded*. A grounded character may be hovering or simply a nonflier.

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

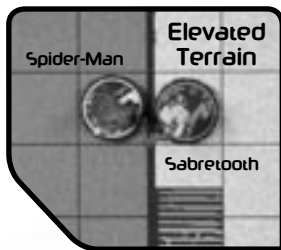
An attacker on elevated terrain can make a ranged combat attack targeting a grounded character as long as the only blocking terrain the line of fire crosses is part of the square the attacker occupies. Line of fire from an elevated attacker is not blocked by grounded characters. Do not apply the hindering terrain modifier to attacks made by elevated attackers against grounded targets, unless the terrain occupies the same square as the target.

A grounded character can make a ranged combat attack targeting an elevated character if the only blocking terrain the line of fire crosses is in the square the target occupies. Line of fire from a grounded attacker is not blocked by grounded blocking terrain or other characters. Do not apply the hindering terrain modifier to attacks made by grounded attackers against elevated targets, unless the terrain occupies the same square as the target.

Characters that are in adjacent squares but at different elevations cannot make close combat attacks against each other, but may target each other with ranged combat attacks, as shown in **Figure 16**.



Broken Wall  
Terrain Marker



**Figure 16**

Even though they are adjacent to each other, **Sabretooth** cannot attack **Spider-Man** because **Spider-Man** is on elevated terrain. **Spider-Man** can attack **Sabretooth** using a ranged combat attack.

## MAP NOTES

### INDOOR MAP

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

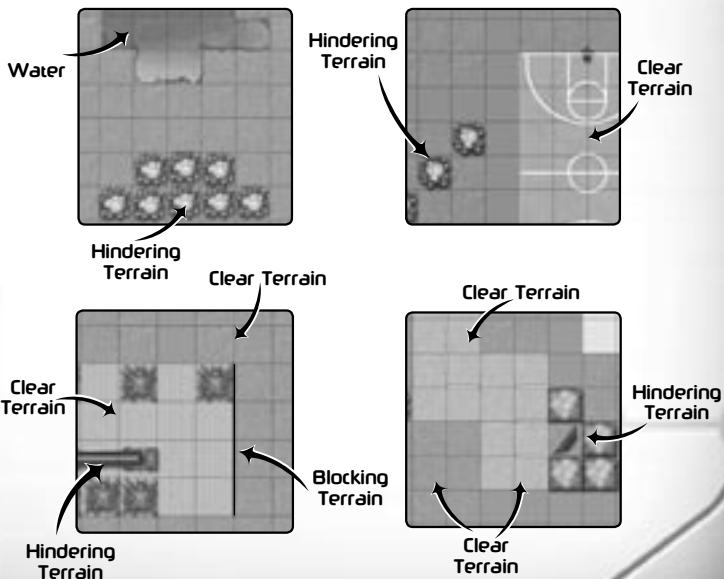
Fighting indoors uses all the standard combat and movement rules, with the following exceptions:

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

### OUTDOOR MAP

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

### TYPES OF TERRAIN

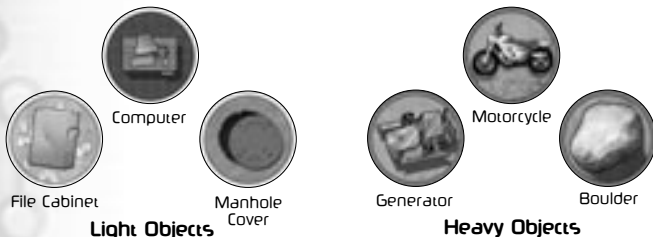


## OBJECTS

Object tokens can be moved, picked up, and used by characters with certain powers. Objects are either light (yellow ring) or heavy (red ring). Light objects inflict less damage than heavy objects.

Objects can be destroyed using the rules for destroying blocking terrain (see "**Blocking Terrain**," p. 20.) A character in the same square as an object does not take damage from the attack that destroys the object.

An object is considered hindering terrain unless a character is holding it. An object being held is not considered terrain, and cannot be targeted, destroyed, or taken away from the holding character. An object may be picked up even if a character is standing in the same square the object occupies. Doing so has no effect on the character other than removing the piece of hindering terrain.



### Objects and Super Strength

Characters with Super Strength may pick up an object and use it as a weapon. A character may hold only one object at a time. A character may not choose to drop an object once it is held; in order to dispose of a held object, the character must attack with it. If, however, a character holding an object is KO'd or loses the Super Strength power, the character automatically drops the object, which stays in the square the character occupied when the power was lost.

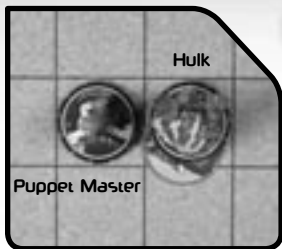
Any time during a turn in which a character is given a move action, power action, or free action and moves, it may pick up an object in a square the character occupies or in an adjacent square. A character can move, pick up an object, and continue its move. Place the object token under the base of the character to indicate that the character is holding the object.

Characters cannot pick up an object on the same turn they are given a close or ranged combat action.

An object is destroyed once it is used in an attack, even if the attack is unsuccessful. Remove a destroyed object token from play.

### CLOSE COMBAT

A character who is given a close combat action, or who is making a close combat attack, and is also holding an object must use the object in its attack, as shown in **Figure 17**. On a successful attack, a light object increases the character's damage dealt by 1; a heavy object increases the character's damage dealt by 2.

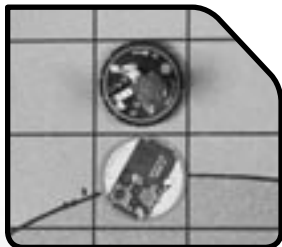


**Figure 17**

**Hulk** uses Super Strength to pick up a motorcycle. Next turn he may use it to attack **Puppet Master™**.

#### MOVING AN OBJECT

To move an object using Telekinesis, give the character a power action. Move the object up to 10 squares in any direction and place it in a square containing clear or hindering terrain, as shown in **Figure 19**. The character moving the object must have a clear line of fire to the target square just as if it were making a ranged combat attack. The object being moved doesn't affect line of fire.



**Figure 19**

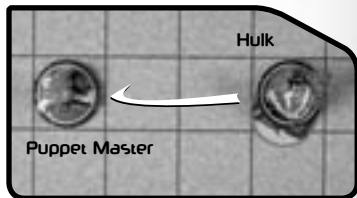
**Jean Grey™** can move the motorcycle up to 10 squares in any direction.

#### RANGED COMBAT

A character with Super Strength can throw an object at an opposing character, as shown in **Figure 18**. To throw an object, give the character a ranged combat action, even if its range value is 0. A light object can be thrown 6 squares, and the target of a successful attack is dealt 2 damage. A heavy object can be thrown 4 squares, and the target of a successful attack is dealt 3 damage.

#### Objects and Telekinesis

Characters with the Telekinesis power can move objects and use them as weapons. Characters must be adjacent to or in the same square as an object to use Telekinesis on that object.



**Figure 18**

**Hulk** may make a ranged combat attack using the motorcycle against **Puppet Master**.

#### ATTACKING WITH AN OBJECT

To attack with an object using Telekinesis (shown in **Figure 20**), give the character a power action. The character can target an adjacent opposing character, an opposing character up to 10 squares away, or an opposing soaring character up to 5 squares away. The attacker must have a clear line of fire to the target as if it were making a ranged combat attack. The object being used as a weapon doesn't affect line of fire.

Range is counted from the object, not the attacker.

The target of a successful attack using a light object is dealt 2 damage, and the target of a successful attack using a heavy object is dealt 3 damage.

## Is This the End for Our Hero?

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

1. One of the players has no more characters left on the battlefield, OR
2. A predetermined time limit for the game passes, OR
3. All players agree to end the game.

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

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

## Victory!

At the end of the game, all players count their victory points. Whoever scores the most victory points wins the game. If two players played as a team, score their points together. Here is how you score victory points:

Every opposing character that you defeat during the game earns you a number of victory points equal to its point value. These points are scored during the game as characters are defeated.

If a character delivers the defeating blow to its archenemy (three **KO** symbols appear in the stat slot), that character's player receives double the victory points for that archenemy.

Every friendly character who started the game on the battlefield and remained there until the end of the game earns you a number of victory points equal to its point value.

Points for characters who were KO'd from pushing or from using a power are awarded to the opposing player whose character most recently damaged that character. If no opposing player damaged the character, split the victory points evenly among all opponents.

If there is a tie in the victory point totals of two or more players, or if no figures were KO'd, the winner is the player who built his or her force with the fewest number of points. If playing a scenario, use the victory conditions of the scenario to determine the winner.

After the game, all players retrieve their characters.

## Heroic Etiquette

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

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

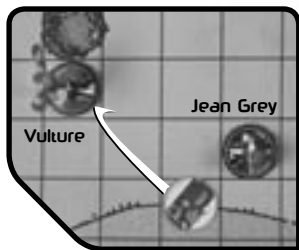


Figure 20

Jean Grey uses Telekinesis to attack Vulture™ with the motorcycle.

## Scenario

### Showdown

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

#### VICTORY

Count the number of turns each player takes as you play.

After each player takes five turns, total your victory points. Every opposing character that you defeat during the game earns you a number of victory points equal to its point value. If one player earns victory points totaling at least half of the game's build total, that player wins.

For example, in a 200-point game, if one player earns at least 100 victory points after the first five turns, that player wins. If more than one player earns at least half the build total, the player with the most victory points wins.

If no player wins, continue the game and check total victory points again after each player has taken five more turns. At this point, the game ends and the player with the most victory points wins.

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

## Glossary

#### 0 damage

A power that deals 0 damage may have that damage modified by powers that increase or decrease the damage dealt. It may also deal damage to the target as a result of a critical hit, or to the attacker as a result of a critical miss. If the damage is not modified, no damage is dealt.

#### action

The act of a character attacking, moving, or using a power.

#### action token

A coin, bead, or some other item used to indicate whether or not a character has been given an action and how many actions that character has been given. A character may have zero, one, or two action tokens on it at any one time. If a character has been given a second action token during a turn, then it has been pushed and takes pushing damage.

#### adjacent squares

All squares on the battlefield that are touching one center square. Characters in adjacent squares are adjacent to each other unless one is soaring, on elevated terrain, or on the opposite side of blocking terrain.

#### archenemies

Characters with the same set symbol that have the same color (not black) base. The player whose character KO's its archenemy receives twice the KO'd character's point value in victory points. Archenemies may not be on the same force.

#### attack

A close combat or ranged combat action that includes an attack roll to determine whether or not one character hits another.

#### attack roll

The result of rolling two dice when a character makes a close or ranged combat attack.

**attack value**

A number that represents a character's ability to successfully hit a target in combat.

**attacker**

The character initiating an attack.

**base**

The round piece of plastic onto which a figure is mounted.

**battlefield**

The location represented by the battle map where the characters fight.

**battle map**

The illustrated paper upon which a **HeroClix** game is played.

**blocking terrain**

Prevents an attacker from drawing a clear line of fire. It is represented on the battle map by thick black lines. Characters may not cross blocking terrain and are not adjacent to characters on the opposite side of blocking terrain.

**break away**

To move away from adjacent opposing characters.

**build total**

The number of points you may use to construct your force for a game.

**cancel**

Turning off one of your character's optional powers.

**character**

The playing piece that represents a hero, villain, or some other personality in the game. A character is made up of a figure, base, and combat dial.

**clear terrain**

Areas of the map that contain neither thin nor thick black lines. A character may move or make a ranged combat attack through clear terrain without penalty.

**click**

A single turn of the dial results in a "click" that may be felt and heard. Each clockwise click of a character's combat dial equals 1 damage, and each counterclockwise click of a character's combat dial equals 1 healing.

**close combat action**

Given to a character to allow it to make a close combat attack.

**close combat attack**

The result of giving a character a close combat action. An attacker may make a close combat attack only against an adjacent character.

**combat dial**

The piece of plastic under a character's base, upon which the character's powers and combat values are printed.

**combat values**

The four numbers visible through the stat slot on a character's dial, and the number printed next to the lightning bolt(s) on a character's base. These numbers represent the character's ability to move (speed value), succeed at an attack (attack value), avoid being hit (defense value), deal damage (damage value), and the distance at which the character may make a ranged attack (range value).

**counter**

Removing a character's ability to use a power or ability. The effect of a power that is countered while it is being used ends immediately.

**critical hit**

Any roll of the dice that results in two 6s showing. A critical hit automatically succeeds at hitting the target and increases the damage dealt by 1.

**critical miss**

Any roll of the dice that results in two 1s showing. A critical miss automatically misses the target and deals 1 damage to the attacker.

**damage**

The number of clicks of damage a character deals and/or the number of clicks of damage a character takes from an attack.

**damage dealt**

The number of clicks an attacking character deals to a target character. Damage dealt equals an attacking character's damage value modified by its powers and abilities and the powers and abilities of friendly characters in whatever order the attacking player chooses.

**damage taken**

The number of clockwise clicks applied to a target character. Damage taken equals the damage dealt by the attacking character, modified by the target character's powers and abilities.

**damage value**

A number that represents the number of clicks of damage a character deals with a successful hit.

**defeating blow**

The attack that KO's a character.

**defense value**

A number that represents a character's ability to avoid being hit.

**diagonal**

A direction that is neither parallel nor perpendicular, but that is on an oblique angle from a central point. The four squares that meet a central square at that square's corners are diagonal from that square.

**edge**

The four ends of a battle map.

**elevated terrain**

Features on a battle map that are located above ground level.

**evade**

To avoid being hit by an attack that would normally hit.

**Experienced**

A character rank represented by a blue ring around the outer edge of a character's base. An Experienced character represents a version of the character after he or she has been active for a while, but not at his or her most powerful.

**figure**

The sculptural representation of a character that is mounted on its base.

**first player**

The person who takes the first turn in a game. The first player is the player who rolls highest on two six-sided dice at the beginning of the game.

**flight indicator**

The small piece of plastic, on the clear stand that a flying character is mounted to, that slides up and down. The up position indicates soaring and the down position indicates hovering.

**flying**

A movement mode that allows some characters to hover and soar. This is indicated by a wing symbol printed next to a character's speed value.

**force**

The team of characters controlled by a player.

**free action**

An action that doesn't come from your allotment of actions. A character or force may take any number of free actions in a turn, but only as their powers and team abilities dictate. A free action may be used to perform a close combat, ranged combat, move, or power action; in each case, the description of the free action will indicate what other type of action may be used. Powers that are free actions (for example, Enhancement, Outwit, and Perplex) may be used with any power. Free actions do not assign action tokens to characters.



#### **friendly characters**

Characters that you control or are controlled by an allied teammate.

#### **grounded**

A character that is not soaring or hovering.

#### **healing**

The opposite of damage. Healing allows you to click the combat dial of a character being healed in a counterclockwise direction so that, in general, it regains strength that was reduced by damage.

#### **hindering terrain**

Bushes, benches, cars, trees, and other items that characters may pass through with some effort and that might interfere with ranged combat attacks. It is represented by thin black lines on the battle map.

#### **hindering terrain modifier**

The addition of 1 to a target's defense value when line of fire from the attacker passes through hindering terrain. This modifier is applied only once per attack no matter how many squares of hindering terrain the line of fire passes through.

#### **hit**

A successful attack.

#### **hovering**

Flying close enough to the ground so that a character may attack, or be attacked by, grounded characters with close or ranged combat attacks.

#### **ignores**

Is not affected by or treats the stated property as if it didn't exist or happen.

#### **indoors**

A map location that is enclosed by walls and a ceiling, such as inside a building. Flying characters may not soar indoors and characters with the Leap/Climb power may not pass through blocking terrain indoors.

#### **knockback**

Being moved away from an attacker because of the force of its attack. Any successful attack that rolls doubles on the dice (except two 1s, which never hit) causes knockback if the target takes damage. The target is moved away, or knocked back, a number of squares equal to the amount of damage it takes from that attack.

#### **knockback damage**

Damage dealt to a character when it is knocked back and hits blocking terrain or the map edge or falls off elevated terrain.

#### **KO'd**

Knocked out. A character with three **KO** symbols showing on its combat dial is removed from play.

#### **line of fire**

The path a ranged combat attack takes from an attacker to a target.

#### **lost**

When a power is no longer showing on a character's combat dial after the character takes damage or healing.

#### **modifier**

A number that alters (increases or decreases)

in some way a combat value, damage dealt, or damage taken.

#### **move action**

Given to a character to allow it to move up to its speed value in squares or make a break away attempt.

#### **no damage**

An attack that deals no damage may not have the damage further modified by powers or team abilities. Attacks that deal no damage deal neither critical hit damage to the target nor critical miss damage to the attacker.

#### **object tokens**

Round pieces of cardboard that represent objects on the battle map. Objects may used as weapons by characters with either the Super Strength or Telekinesis powers.

#### **opposing characters**

Characters that are controlled by an opponent.

#### **optional**

A power that you may voluntarily cancel. It is assumed that a character is using an optional power unless its controlling player states the power is canceled for that turn.

#### **outdoors**

A map location that is not enclosed by walls and a ceiling, such as a park.

#### **powers**

Special abilities that characters have. Powers are represented on a character's combat dial by colored squares surrounding the character's combat values.

#### **power action**

Given to a character so that it may use a power. Unless stated otherwise, if a character may move during a power action, break away rules apply normally.

#### **push/pushed**

Being given a second action or action token, whether due to the character being assigned a second action before its first

action token is removed, or due to the Incapacitate power, or a combination of the two.

#### **pushing damage**

The clockwise click that a pushed character takes. No power that reduces damage reduces pushing damage.

#### **range value**

A number that represents the distance that an attacker may target an opposing character, or the distance in squares that a character is from something or someone on the battle map.

#### **ranged combat action**

Given to a character to allow it to make a ranged combat attack.

#### **ranged combat attack**

The result of giving a character a ranged combat action. An attacker may make a ranged combat attack only against a character who occupies a square at a distance up to this character's range value in squares.

#### **ranks**

The different levels of experience represented on character bases by either yellow, blue, red, silver, or bronze rings on the characters' bases. The colors identify each character as a Rookie, Experienced, Veteran, Unique, or Limited Edition character, respectively.

#### **resolve**

Completing an action. This may include declaring the action, making the die or dice rolls, dealing damage, completing a move, or performing some other act to complete the action.

#### **Rookie**

A character rank represented by a yellow ring around the outer edge of a character's base. A Rookie character represents the least experienced and, usually, least powerful version of a character.

### **soaring**

Flying far above the battlefield. Only flying characters may soar. Soaring characters may attack only other soaring characters, but may be attacked by grounded or hovering characters at half the attacker's range value.

### **speed value**

A number that represents how many squares a character may move in a turn.

### **speed point**

Moving one square costs 1 speed point. Each character has a number of speed points equal to its speed value.

### **starting area**

One of four 2-square by 16-square sections of the battle map. This is the portion of the battle map in which players set up their characters at the start of a game. Opposing players may not share the same starting area. In a two-player game, starting areas must be across from each other.

### **starting position**

The position on the combat dial that represents a character's beginning combat values. This slot is designated by a vertical green line to the left of one set of combat values.

### **stat slot**

The L-shaped "window" through which you see characters' combat values on their combat dials.

### **swimming**

A movement mode that allows characters to treat water terrain as clear terrain. This is indicated by a dolphin symbol printed next to a character's speed value.

### **target**

The character(s) against which an attack is being made or a power is being directed.

### **team**

A group of characters with the same team affiliation and that share the same team ability.

### **team abilities**

Special abilities that a character possesses due to its membership in a group. Team abilities are indicated by the colored symbol on a character's base. Team abilities may not be lost or countered.

### **terrain markers**

Square pieces of cardboard that represent different types of terrain. Terrain markers may be used to represent barriers, clouds of smoke, destroyed walls or objects, or special items called for in scenarios.

### **terrain**

Map features that represent water, trees, rocks, cars, walls, buildings, or other physical features that might appear on the battlefield. The four different types of terrain are clear, hindering, blocking, and elevated.

### **this character**

The phrase "this character" always refers to the active character or the character using a power.

### **Unique**

A character rank represented by a silver or bronze ring around the outer edge of a character's base. Only one of any Unique character may be in a force at a time.

### **unmodified**

A character's base combat value that is not affected by any modifiers, such as from powers, terrain, and so on.

### **Veteran**

A character rank represented by a red ring around the outer edge of a character's base. A Veteran character represents the most experienced and, usually, most powerful version of a character.

### **victory conditions**

The rules that outline how a winner is determined at the end of a **HeroClix** game.

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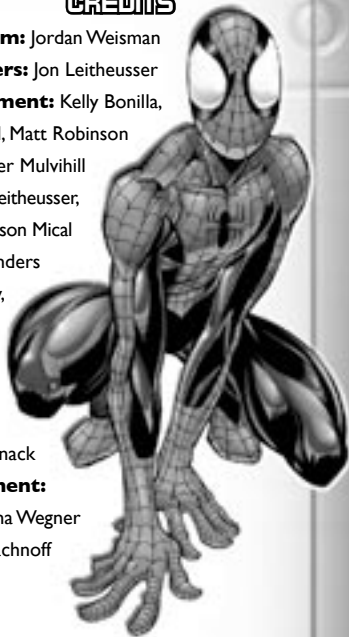
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# MARVEL HEROCLIX UNIVERSE

## Point Value = #

### Rank

(R) = Rookie SO = Starter Only

(E) = Experienced C = Common

(V) = Veteran U = Uncommon

(U) = Unique R = Rare

### Rarity

## Checklist

<input type="checkbox"/> #001 Spider-Man™	40	(E) SO
<input type="checkbox"/> #002 Wolverine™	41	(E) SO
<input type="checkbox"/> #003 Wasp™	19	(E) SO
<input type="checkbox"/> #004 Hobgoblin™	39	(E) SO
<input type="checkbox"/> #005 Sabretooth™	40	(E) SO
<input type="checkbox"/> #006 Elektra™	21	(E) SO
<input type="checkbox"/> #007 Con Artist™	11	(R) C
<input type="checkbox"/> #008 Con Artist	12	(E) U
<input type="checkbox"/> #009 Con Artist	16	(V) U
<input type="checkbox"/> #010 Hand™ Ninja	11	(R) C
<input type="checkbox"/> #011 Hand Ninja	13	(E) U
<input type="checkbox"/> #012 Hand Ninja	17	(V) U
<input type="checkbox"/> #013 Hand Ninja	14	(R) C
<input type="checkbox"/> #014 Hand Ninja	15	(E) U
<input type="checkbox"/> #015 Hand Ninja	16	(V) U
<input type="checkbox"/> #016 S.W.A.T. Officer	18	(R) C
<input type="checkbox"/> #017 S.W.A.T. Officer	21	(E) U
<input type="checkbox"/> #018 S.W.A.T. Officer	23	(V) U
<input type="checkbox"/> #019 S.W.A.T. Specialist	17	(R) C
<input type="checkbox"/> #020 S.W.A.T. Specialist	18	(E) U
<input type="checkbox"/> #021 S.W.A.T. Specialist	22	(V) U
<input type="checkbox"/> #022 Paramedic™	8	(R) C
<input type="checkbox"/> #023 Paramedic	10	(E) U
<input type="checkbox"/> #024 Paramedic	12	(V) U
<input type="checkbox"/> #025 Typhoid Mary™	16	(R) C
<input type="checkbox"/> #026 Typhoid Mary	18	(E) U
<input type="checkbox"/> #027 Typhoid Mary	21	(V) U
<input type="checkbox"/> #028 Destiny™	20	(R) C
<input type="checkbox"/> #029 Destiny	23	(E) U
<input type="checkbox"/> #030 Destiny	29	(V) U
<input type="checkbox"/> #031 Boom-Boom™	14	(R) C
<input type="checkbox"/> #032 Boom-Boom	19	(E) U
<input type="checkbox"/> #033 Meltdown™	23	(V) U
<input type="checkbox"/> #034 Mystique™	34	(R) C
<input type="checkbox"/> #035 Mystique	43	(E) U

<input type="checkbox"/> #036 Mystique	51	(V) U
<input type="checkbox"/> #037 Viper™	33	(R) U
<input type="checkbox"/> #038 Viper	38	(E) U
<input type="checkbox"/> #039 Viper	48	(V) R
<input type="checkbox"/> #040 Shadowcat™	28	(R) U
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<input type="checkbox"/> #042 Shadowcat	40	(V) R
<input type="checkbox"/> #043 Daredevil™	32	(R) U
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<input type="checkbox"/> #045 Daredevil	57	(V) R
<input type="checkbox"/> #046 Taskmaster™	39	(R) U
<input type="checkbox"/> #047 Taskmaster	58	(E) U
<input type="checkbox"/> #048 Taskmaster	75	(V) R
<input type="checkbox"/> #049 Silver Samurai™	28	(R) U
<input type="checkbox"/> #050 Silver Samurai	36	(E) U
<input type="checkbox"/> #051 Silver Samurai	40	(V) R
<input type="checkbox"/> #052 Gambit™	28	(R) U
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<input type="checkbox"/> #055 Mandarin™	107	(R) U
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<input type="checkbox"/> #066 Storm	52	(V) U
<input type="checkbox"/> #067 Kingpin™	24	(R) C
<input type="checkbox"/> #068 Kingpin	29	(E) U
<input type="checkbox"/> #069 Kingpin	43	(V) U
<input type="checkbox"/> #070 Vulture™	15	(R) C
<input type="checkbox"/> #071 Vulture	20	(E) U
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<input type="checkbox"/> #073 Jean Grey™	31	(R) U
<input type="checkbox"/> #074 Jean Grey	39	(E) U
<input type="checkbox"/> #075 Jean Grey	50	(V) U
<input type="checkbox"/> #076 Hobgoblin	34	(R) C
<input type="checkbox"/> #077 Hobgoblin	53	(E) U
<input type="checkbox"/> #078 Hobgoblin	62	(V) U
<input type="checkbox"/> #079 Sabretooth	39	(R) C
<input type="checkbox"/> #080 Sabretooth	51	(E) U
<input type="checkbox"/> #081 Sabretooth	69	(V) U
<input type="checkbox"/> #082 Hulk™	103	(R) C
<input type="checkbox"/> #083 Hulk	117	(E) U
<input type="checkbox"/> #084 Hulk	147	(V) U

<input type="checkbox"/> #085 Puppet Master™	25	(R) C
<input type="checkbox"/> #086 Puppet Master	34	(E) U
<input type="checkbox"/> #087 Puppet Master	42	(V) U
<input type="checkbox"/> #088 Annihilus™	83	(R) C
<input type="checkbox"/> #089 Annihilus	108	(E) U
<input type="checkbox"/> #090 Annihilus	129	(V) U
<input type="checkbox"/> #091 Captain America™	41	(R) C
<input type="checkbox"/> #092 Captain America	46	(E) U
<input type="checkbox"/> #093 Captain America	62	(V) U
<input type="checkbox"/> #094 Spider-Man	61	(R) C
<input type="checkbox"/> #095 Spider-Man	82	(E) U
<input type="checkbox"/> #096 Spider-Man	110	(V) U
<input type="checkbox"/> #097 Wolverine	44	(R) C
<input type="checkbox"/> #098 Wolverine	61	(E) U
<input type="checkbox"/> #099 Wolverine	75	(V) U
<input type="checkbox"/> #100 Professor Xavier™	59	(R) C
<input type="checkbox"/> #101 Professor Xavier	67	(E) U
<input type="checkbox"/> #102 Professor Xavier	83	(V) U
<input type="checkbox"/> #103 Cyclops™	55	(R) C
<input type="checkbox"/> #104 Cyclops	68	(E) U
<input type="checkbox"/> #105 Cyclops	78	(V) U
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<input type="checkbox"/> #107 Black Panther	36	(E) U
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<input type="checkbox"/> #111 Pyro	42	(V) U
<input type="checkbox"/> #112 Bullseye™	26	(R) C
<input type="checkbox"/> #113 Bullseye	31	(E) U
<input type="checkbox"/> #114 Bullseye	43	(V) U

## Uniques

<input type="checkbox"/> #115 Vision™	112	(U)
<input type="checkbox"/> #116 Quasar™	122	(U)
<input type="checkbox"/> #117 Thanos™	185	(U)
<input type="checkbox"/> #118 Nightmare™	163	(U)
<input type="checkbox"/> #119 Wasp	44	(U)
<input type="checkbox"/> #120 Elektra	36	(U)
<input type="checkbox"/> #121 Professor Xavier	92	(U)
<input type="checkbox"/> #122 Juggernaut™	111	(U)
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<input type="checkbox"/> #124 Captain America	35	(U)
<input type="checkbox"/> #125 Wolverine	64	(U)
<input type="checkbox"/> #126 Spider-Man	116	(U)

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