HeroClix

POWERS AND ABILITIES

SPEED

Standard speed symbol.

A character with the boot speed symbol printed in reverse is a transporter and possesses the Carry ability and the Move and Attack ability.

A character with the wing speed symbol is a flier and possesses the Flight ability and Carry ability.

A character with the wing symbol printed in reverse is a transporter and a flier, and possesses the Flight ability, the Carry ability, and the Move and Attack ability.

A character with the dolphin speed symbol is a swimmer and possesses the Swim ability.

A character with the dolphin speed symbol printed in reverse is a transporter and a swimmer, and possesses the Swim ability, the Carry ability, and the Move and Attack ability.

FLURRY Give this character a close combat action. After the close combat attack resolves, it may make a second close combat attack as a free action. If this character loses Flurry before it makes the second attack, it can't make the second attack.

LEAP/CLIMB Give this character a move action and move it up to its speed value. It automatically breaks away, may move through squares adjacent to and occupied by opposing figures, and ignores the effects of hindering terrain, elevated terrain, and outdoor blocking terrain on movement. When you give this character a close combat action, it may target a character regardless of the target's elevation.

PHASING/TELEPORT Give this character a move action and move it up to its speed value. It ignores the effects of characters and terrain on movement.

EARTHBOUND/NEUTRALIZED This character can't use combat abilities and possesses 🏃, 🏊, ◯, ✳ instead of its combat symbols. This power can't be countered or ignored.

CHARGE Give this character a power action; halve its speed value for the action. Move this character up to its speed value and then it may be given a close combat action as a free action. A character using this power ignores knock back.

MIND CONTROL Give this character a power action; it makes a close combat or ranged combat attack (minimum range value 4) as a free action that deals no damage. Each successfully hit target may be assigned

one action as a free action, immediately after which the target becomes an opposing character again. Deal this character 1 unavoidable damage for each 100 points of the successfully hit targets' combined point value.

PLASTICITY This character adds 2 to its d6 roll when breaking away. Opposing characters subtract 2 from their d6 roll when breaking away from this character.

FORCE BLAST Give this character a power action and roll a d6; a single adjacent opposing character is knocked back from this character a number of squares equal to the result.

HYPERSONIC SPEED Give this character a power action and move it up to its speed value. It automatically breaks away and can move through squares adjacent to opposing characters. During its move, this character may as a free action make one close combat or ranged combat attack with its range value halved for the attack. This character must be in a square where it could legally end its move in order to make the attack.

STEALTH When it is not your turn, hindered lines of fire drawn to this character are blocked.

RUNNING SHOT Give this character a power action; halve its speed value for the action. Move this character up to its speed value and it may be given a ranged combat action as a free action.

SPECIAL POWER This character has a special speed power. See this character's character card for more information.

ATTACK

Standard Attack Symbol

A character with the duo attack symbol possesses the Duo Attack ability.

A character with the sharpshooter symbol possesses the Sharpshooter ability.

BLADES/CLAWS/FANGS When this character is given a close combat action, you may roll a d6 after making a successful attack roll. The result replaces this character's damage value, then that damage value is locked.

ENERGY EXPLOSION Give this character a ranged combat action to make an attack that deals no damage. For each target character successfully hit, all adjacent characters are attacked as well. Each character hit is dealt damage equal to the number of times it was hit by this attack (characters adjacent to multiple targets might be hit more than once). Critical hits deal 1 additional damage to all characters hit.

PULSE WAVE Give this character a ranged combat action; halve its range value until the action has been resolved. Draw lines of fire to all characters within range in every direction; these lines of fire are only blocked by walls, blocking and elevated terrain. All game effects possessed or used by other characters with a line of fire drawn to them are ignored until the action has been resolved. At least one opposing character must have a line of fire drawn to it to activate this power. If ignoring a game effect would cause a character with a line of fire drawn to it to no longer have a line of fire drawn to it, then it is not ignored. If lines of fire can be drawn to two or more characters, this character's damage value becomes 1 and is locked. Make a single ranged combat attack (even if this character is adjacent to an opposing character) and compare the attack total to the defense value of all other characters with a line of fire drawn to it; each character hit is dealt damage.

QUAKE Give this character a close combat action; this character's damage value becomes 2 and is locked. Make a close combat attack that targets all opposing characters this character can attack with a close combat attack. Each character that takes damage from this attack is knocked back.

SUPER STRENGTH When this character moves due to its own action, it may pick up an object and hold it. The object must be either in a square the character occupies or in an adjacent square. If this power is lost or countered while this character is holding an object, immediately put the object in the square this character occupies. When this character makes a close combat attack targeting blocking terrain, a wall, or an object, modify its damage value by +2 for the attack.

INCAPACITATE Give this character a close combat or ranged combat action to make an attack that deals no damage. If the attack hits, give the target an action token.

PENETRATING/PSYCHIC BLAST Give this character a ranged combat action. Damage from the attack is penetrating damage.

SMOKE CLOUD Give this character a power action; place up to four hindering terrain markers in distinct, adjacent squares that are all within this character's range (minimum range value 1). At least one of the terrain markers must be within line of fire when it is placed. The terrain markers remain until the beginning of your next turn.

POISON At the beginning of your turn, give this character a free action and deal 1 damage to each adjacent opposing character.

STEAL ENERGY Each time an opposing character takes damage from a close combat attack made by this character, heal this character of 1 damage.

TELEKINESIS Give this character a power action and designate a target character or object (A) and a destination square (B). This character, A, and B must all be within 8 squares and line of fire of each other. Place A in B. If A is a character, it must be a single base character and possess the ☆ symbol. If A is an opposing character, make a close or ranged combat attack that deals no damage against A, and only place the character in B if the target is hit. If A is an object and B is occupied by an opposing character, this character may make a ranged combat attack against B, dealing object damage and destroying the object.

SPECIAL POWER This character has a special attack power. See this character's character card for more information.

DEFENSE

Standard Defense Symbol

A character with the striped shield defense symbol possesses the Indomitable ability.

SUPER SENSES When this character is hit by an attack, you may roll a d6 before damage is dealt. On a result of 5 or 6, this character evades the attack.

TOUGHNESS Damage dealt to this character is reduced by 1.

DEFEND Any adjacent friendly character may replace its defense value with this character's unmodified defense value.

COMBAT REFLEXES Modify this character's defense value by +2 against close combat attacks. When this character takes damage from an attack, it may choose to be knocked back. This character ignores knock back damage.

ENERGY SHIELD/DEFLECTION Modify this character's defense value by +2 against ranged combat attacks.

BARRIER Give this character a power action; place up to four blocking terrain markers in adjacent squares of clear terrain that are all within this character's range (minimum range value 1). At least one of the terrain markers must be within line of fire when it is placed. The terrain markers remain until the beginning of your next turn.

MASTERMIND When this character would be dealt damage, you may instead choose to have all the damage be dealt to a single adjacent friendly character with a point value less than this character's. Any additional effects of the damage dealt (knock back, penetrating damage, etc.) are applied to the character taking the damage. Damage dealt by this power is not an attack.

WILLPOWER This character may ignore pushing damage.

IMPERVIOUS When this character is dealt damage, roll a d6. On a result of 5 or 6, the damage dealt is reduced to 0. On a result of 1–4, the damage dealt is reduced by 2.

REGENERATION Give this character a power action. Roll a d6 and subtract 2 from the result, minimum result 0. Heal this character of damage equal to the result.

INVULNERABILITY Damage dealt to this character is reduced by 2.

SPECIAL POWER This character has a special defense power. See this character's character card for more information.

DAMAGE

✼ Standard damage symbol.

A character with the giant damage symbol is a giant character, and possesses the Giant Reach ability and the Great Size ability.

A character with the colossal damage symbol is a colossal character and possesses the Colossal Stamina ability and the Great Size ability. Colossal characters might have special rules that are provided on the character's character card or a separate rules sheet.

RANGED COMBAT EXPERT Give this character a power action. It makes a ranged combat attack against a single target character; modify its damage value by +2 for the attack.

BATTLE FURY This character ignores Shape Change, can't make ranged combat attacks, can't be targeted by Mind Control or Incapacitate, and can't be carried.

SUPPORT Give this character a power action and make an attack roll (that is not an attack) against an adjacent friendly character as though making a close combat attack. When using this power, neither this character nor the target can be adjacent to an opposing character; ignore all combat value modifiers for this action. If the attack roll succeeds, roll a d6 and subtract 2 from the result, minimum result 1. The target is healed of damage equal to the result.

EXPLOIT WEAKNESS Give this character a close combat action. Damage from the attack is penetrating damage.

ENHANCEMENT When an adjacent friendly character makes a ranged combat attack, this character modifies the adjacent friendly character's damage value by +1.

PROBABILITY CONTROL Once during your turn, this character allows you to reroll one of your rolls, ignoring the original roll. A character using this power must be within 10 squares and line of fire to the character for which the original roll was made. Using the same rules, once per round during an opponent's turn, this character allows you to force that opponent to reroll one of their rolls, ignoring the original roll.

SHAPE CHANGE When this character is chosen as the target of an attack, you may roll a d6. On a result of 5 or 6, the attacker can't target this character with an attack this turn and the attacker may choose another target character instead. The attacker then makes the attack unless there are no targets, in which case the action resolves without an attack.

CLOSE COMBAT EXPERT Give this character a power action. It makes a close combat attack against a single opposing target character; modify this character's damage value by + 2 for the attack.

PERPLEX Give this character a free action to modify by +1 or –1 any combat value of a target character until the beginning of your next turn. A character using this power must be within 10 squares and line of fire to the target. If a target character is damaged or healed, the effect of Perplex on that character ends immediately.
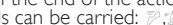
OUTWIT Give this character a free action to counter a power or a combat ability possessed by a single target opposing character until the beginning of your next turn. Any game effects with a duration specified by the countered power or combat ability are removed. A character using this power must be within 10 squares and line of fire to the target.

LEADERSHIP At the beginning of your turn, give this character a free action and roll a d6. On a result of 5–6, add one action to your action total for that turn and this character may remove an action token from an adjacent friendly character with a lower point value.

SPECIAL POWER This character has a special damage power. See this character's character card for more information.

COMBAT ABILITIES

CARRY
When moving as a result of being given an action, this character may carry one friendly character. When this ability is used, modify this character's speed value by –2 until the end of the action. Only characters with a combination of the following symbols can be carried: ✈,✈, ⚓, ✦, ◯, ⚔, ✼. If a character has any other symbols or is holding an object it cannot be carried. To be carried, the friendly character must be adjacent to this character at the beginning of this character's action. When this character ends its movement for the action, the carried character must be placed in a square adjacent to this character. While being carried, a carried character is not adjacent to any character nor can it draw a line of fire until placed at the end of this character's movement for the action. A character which has been carried this turn can't be given an action (other than a free action) until the beginning of the next turn.

COLOSSAL STAMINA
This character automatically breaks away and can make ranged combat attacks against non-adjacent opposing characters when this character is adjacent to opposing characters. When this character has two action tokens, it can be given a non-free action. If you do, after actions resolve deal it 1 unavoidable damage and do not clear action tokens from it at the end of the turn. This ability can't be countered.

DUO ATTACK
Give this character a power action to make a duo attack. This character possesses ✈ for this action. It makes a close or ranged combat attack as a free action. After the attack resolves, it may make an additional close or ranged combat attack as a free action with its damage value modified by -1 to a minimum of 1. If this character is defeated or loses Duo Attack as a result of the first attack, the second attack is not made.

FLIGHT
This character ignores the effects of hindering terrain, elevated terrain, and outdoor blocking terrain on movement. A character using this ability can move through squares adjacent to and occupied by opposing characters without stopping, but must break away normally. An elevated character using this ability ignores knock back damage if its knock back path crosses the boundary to a lower level.

GIANT REACH
This character ignores opposing characters' Plasticity and adds 1 to its d6 roll when breaking away. When this character is given a move action it can use the Carry ability. When this character is given an action that includes a close combat attack, all squares within a range of 2 and line of fire are considered adjacent. This ability can't be countered.

GREAT SIZE
This character can't be knocked back. When this character makes a close combat attack, it may target characters on higher elevations. This character ignores the effects of hindering terrain, elevated, and outdoor blocking terrain on movement and can move through squares adjacent to and occupied by smaller opposing characters. Smaller characters do not block line of fire to or from this character. This character may draw lines of fire (and have lines of fire drawn to it) as if the character occupied the elevation equal to or greater than the elevation it occupies, using the elevation level with the least restrictive line of fire. Characters with the ✼ combat symbol are smaller than those with the ⛏ combat symbol who are smaller than ones with the ⛰ symbol. This ability can't be countered.

INDOMITABLE
This character can use Willpower.

MOVE AND ATTACK
This character can use Hypersonic Speed if it is not adjacent to an opposing character when given the power action, but its attack value is modified by -2.

MULTIATTACK
Once per turn, give this character a power action. It can be given any two actions as free actions. Resolve the first free action before giving it the second. Modify this character's damage value by -1 to a minimum of 1. This ability can't be countered.

SHARPSHOOTER
This character can make ranged combat attacks against adjacent opposing characters. When this character makes a ranged combat attack, it can ignore the effects of opposing characters on line of fire.

SWIM
This character treats water terrain as clear terrain for movement purposes.

ACTION TYPES

Move Action:	Move the character up to their speed value.
Close Combat Action:	Make a close combat attack targeting an adjacent opposing character.
Range Combat Action:	Make a range combat attack against character(s) within range and line of fire.
Power action:	Activate a game effect that requires a power action.
Free action:	Activate a game effect that requires a free action (do not assign an action token)

MAP GUIDE

Hindering Terrain
Water Terrain
Blocking Terrain
Elevated Terrain

Starting Area
Indoor Area
Special Rules (see map)
Wall