WIZK!DS™ HEROCLIX®

CORE RULE BOOK

Welcome to the HeroClix Core Rulebook! Players new to HeroClix should start with the Quick Start Rules. They are included with starter sets and available on our website at HeroClix.com/rules. Once you have played several games with the Quick Start Rules, you will want to come here for more details on how to play HeroClix.

HeroClix is an exciting tabletop game of heroic combat using miniatures of some of the world's most popular heroes. You can step into the shoes of your favorite hero (or villain) and battle head to head against your opponent until one of you is victorious!

The latest version of these rules is available on our website at HeroClix.com/rules. There, you can also find the HeroClix Comprehensive Rulebook, which is intended only for judges and high-level tournament players and includes additional rules and examples to cover rare and unusual situations.

Note that individual cards can overrule specific rules in this rule book (that's part of the fun!). Almost every rule in this book could end with "unless otherwise specified" to indicate that exceptions to that rule exist on specific cards.

> In these rules, you will see many sidebars.
> (Like this one!) They are not the rules themselves, but
> are here to clarify what a rule does and often provide
> examples of situations in which the rule might apply.
> They are written in less formal language.

Contents

PART 1: CHARACTERS

This section covers the most fundamental concept of HeroClix – the character. A HeroClix character is a collectible miniature figure attached to a base with a rotating dial inside.

THE BASE
Each character's base is printed with important information, shown in Figure 1. Each character's base is printed with a set symbol of a particular HeroClix set and a collector's number that together uniquely identify it. A collector's number may include letters.

COMBAT DIAL™
Our Combat Dial system features a rotating disk located inside a character's base that displays numbers through its slot. The four black numbers displayed on a combat dial through its slot are the character's combat values, shown in Figure 2.

COMBAT VALUES
A character has five combat values. Four of them appear through the slot next to a symbol of the same type: speed 📏, attack ⚔, defense 🛡, and damage 💥. These values may change when you click the character's combat dial. The fifth combat value is the character's range. It is printed on the character's base, next to one or more ⚡ symbols.

> The symbols listed above are the default symbols for each combat type. Other symbols can be next to those slots, but any symbol in that position is of the same type (speed, attack, defense, & damage).

CLICK NUMBER
The small red number above the damage value is called the click number. It ensures that a character is always on the correct click after having to turn the dial.

CLICKING
A single position of the combat dial is called a "click." Turning a dial in either direction (usually due to damage or healing) is called "clicking" the dial. When a character takes damage, that character's player clicks the character's combat dial once for each 1 damage taken, in the direction of increasing click numbers. An instruction to "click" the dial means to turn it in this direction.
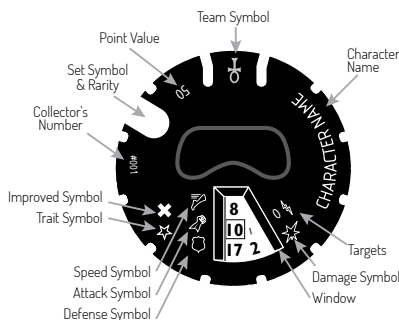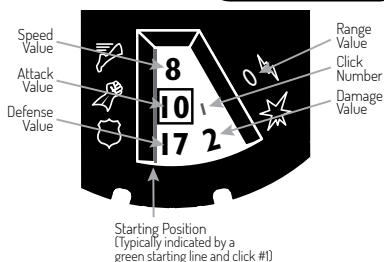

FIGURE 1

FIGURE 2

> When the dial turns clockwise when viewed through the slot from above, it's called "the direction of damage." The opposite direction is called "the direction of healing" (See p. 6 for Healing.)

STARTING LINES AND KO
Characters typically have a white point value on their base, a single green starting line on click #1 to indicate their starting click and a number of clicks at the end of their combat dial with **KO** to indicate when they have been knocked out (KO'd). There are less common ways in which starting lines and **KO**s are indicated for some characters that are specified on their character cards.
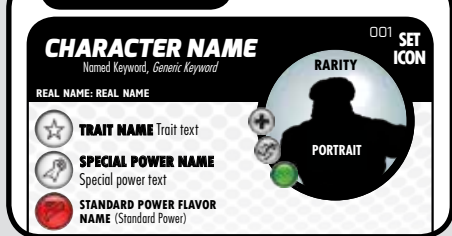
A character is KO'd once it reaches a **KO** click. It is removed from the map and placed into your KO area.

CHARACTER CARDS

A character card is associated with a specific HeroClix character, shown in Figure 3. It lists the powers, abilities, and any other special rules the character has along with the character's dial information on the back.

Each character has a rarity, indicated by the color of the tab around the set symbol on its base and the background on its portrait. White is Common, green is Uncommon, silver is Rare, gold is Super Rare, bronze is Chase/Limited Edition, and blue is Ultra Chase.

FIGURE 3

CHARACTER NAME
Named Keyword, *Generic Keyword*

REAL NAME: REAL NAME

⭐ **TRAIT NAME** Trait text

🗨 **SPECIAL POWER NAME**
Special power text

🛡 **STANDARD POWER FLAVOR NAME** (Standard Power)

001 **SET ICON**

RARITY

PORTRAIT

PART 2: SETTING UP AND WINNING A GAME

This section covers how to assemble your force, how to set up a game, and how to win a game.

ASSEMBLING YOUR FORCE

Before a game of HeroClix begins, you and your opponent each need to assemble forces to play with. Your force is the game elements you play the game with. Game elements are primarily characters and standard objects, but other "additional game elements" exist and may be added to your force. (See p. 25 for Objects.) (See p. 34 for Additional Game Elements.)

POINT VALUES AND BUILD TOTAL

The point value of a game element is the number of points it costs to add it to your starting force. The build total is the maximum value allowed when adding together the point values of all game elements on your starting force. Before building your force, make sure all players know and agree to the build total of the game. 300 points is the most common build total for a HeroClix game, but any 100-point increment can be used.

Some characters have choices for their point value, separated by "/". If so, there is a starting line

corresponding to that color on a click of the combat dial, which is often not click #1. Some characters have multiple green starting lines. Unless an effect specifies otherwise, you choose which of those starting lines it starts the game on.

STARTING FORCE

Your starting force is the force you build during force construction and contains all game elements that you begin the game with on (and more rarely, off) the map, but does not include your starting Sideline. Game elements that join your force later from your Sideline, from outside the game, or from an opponent's force are not part of your starting force. A starting force must include at least one character that isn't a bystander. (See p. 33 for Bystanders.)

> Objects, including 0 point standard objects, are part of your starting force.

CURRENT FORCE

Your current force is the force you are currently using during the game, including game elements that were added to the game after it began that were not part of your starting force. It includes game elements both on and off the map except game elements that have been KO'd or are on your Sideline. When an effect says "your force," it always means your current force.

SIDELINE

When building a starting force, some game elements may allow you to build a Sideline. Your Sideline contains game elements that can be brought into the game by specific effects. As above, your starting Sideline is what you build during force construction, and an effect that says "Sideline" means your current Sideline.

When a Sideline is allowed by game elements, up to 3 game elements per 100 points of the build total may be included in your starting Sideline, with a maximum of 15 game elements allowed. The point values of game elements in your starting Sideline are not counted as part of your starting force.

> The most common game elements that allows you to build a Sideline are characters that mention "replacing." (See p. 31 for Replacement Characters.)

FRIENDLY AND OPPOSING

Game elements on your force are friendly to all other game elements on your force and are friendly to themselves. Game elements on your opponent's force are opposing to

all game elements on your force. Game elements can only be friendly to one force.

Some effects may change a game element from opposing to friendly. When that effect ends, the game element returns to being friendly to the force it was friendly to before the effect took place. This is called "reverting forces."

STARTING FORCE RESTRICTIONS
Certain game elements are restricted as to how many you can include on your starting force.

Unique Characters
Unique characters have a silver ring on their base and their character card portrait. You may not include more than one copy of a specific Unique character (with the same name, set symbol, and collector's number) between your starting force and starting Sideline.

Prime Characters
Prime characters have a green ring on their base. You may not include more than one Prime character between your starting force and starting Sideline.

> Each of these restrictions is independent from one another. You may have one Prime character and two different Unique characters all together on your starting force.

Note that the above rules only apply to starting forces and starting Sidelines. Once the game begins, if a conflicting Unique or Prime character (that started the game on an opponent's force or Sideline) later joins your force, that is permitted.

> For example, Mind Control can have an opposing Prime character temporarily join your force even if you already have a Prime on your force.

GAME SETUP
Once players assemble their starting forces, the Beginning of the Game phase begins with steps that must be followed in order.

STEP 1: REVEAL STARTING FORCES AND ESTABLISH THE FIRST PLAYER
All players reveal their starting forces and turn those dials (including those of their Sideline) to their starting lines chosen for this game, and then establish themed teams. Each player then rolls 2d6 (reroll ties). The player with the highest result gets to choose who is the first player this game. For any simultaneous effects that need ordering before the first turn begins, the first player is considered the "active player." (See p. 32 for Themed Teams.) (See p. 18 for Rule of Active Player.)

> Once the combat dial of a character has been turned to its starting line, players can turn the dial only when instructed by an effect, such as taking damage or healing.

STEP 2: CHOOSE MAP AND STARTING AREAS
The squares inside a purple boundary line on the map (usually along an edge of the map) are called a starting area.

The first player chooses the map for the game. The second player then chooses in which starting area to set up their force. The first player must then choose the starting area on the opposite side of the map to set up their force.

STEP 3: PLACE CHARACTERS AND OTHER GAME ELEMENTS
The first player must first place all of their characters in their starting area squares, and any non-object additional game elements either in their starting area squares or off the map as appropriate. The second player then does the same.

The first player then places all objects on their starting force. These objects must be placed in squares outside of any starting area. The second player then does the same. (See p. 25 for Objects.)

STEP 4: RESOLVE BEGINNING OF GAME TRIGGERED EFFECTS
Before the first player takes their first turn, both players resolve all effects that trigger "at the beginning of the game." (See p. 9 for Triggered Effects.)

Then starting with the first player, each player alternates taking a turn until the game is over. (See p. 10 for Structure of a Turn.)

WINNING THE GAME
A HeroClix player is "defeated" when they have no characters on their force with a point value of 1 or more points and nothing is resolving. Until then, players are "undefeated."

A HeroClix game ends when either of the following situations occurs:

- Only one player is undefeated.
- A predetermined time limit is reached.

4

> Most HeroClix games have two players, but other popular formats involve four players, such as Battle Royales.

> Many characters can generate bystanders of 0 point value. If a force only has these left, that player is defeated.

> 50 minutes is the most common time limit, but others are possible if determined ahead of time.

DETERMINING THE WINNER

If only one player is undefeated, that player is the winner. Otherwise, at the end of the game all players count their victory points (see below). Whoever scores the most victory points wins the game. If there is a tie in victory points, all tied players roll 2d6 (reroll ties) and the player with the highest result wins.

> In rare cases, all players can be defeated simultaneously, such as if you push a character on its last non-KO click to KO your opponent's last character. In those cases, you also count victory points (and possibly roll-off if it's a tie) in the same manner as if a time limit was reached.

DETERMINING VICTORY POINTS

Victory points are scored as follows:

- Every character that started the game on an opponent's force or Sideline and was KO'd earns you victory points equal to the point value corresponding to its starting line that game. (See p. 31 for Replacement Characters for an exception.)

- Every object (or additional game element) that started the game on an opponent's force and was KO'd earns you victory points equal to its point value.

PART 3: IMPORTANT GAME TERMS AND CONCEPTS

In this section you will learn about the map, how to calculate a value, and some important terms that are later used in these rules.

THE MAP

A HeroClix game takes place on a map. A HeroClix map is typically 2 or 3 feet on each side, and divided into 1.5 inch squares, yielding a map that's either 16 or 24 squares along each side. Characters and other game elements are placed in and move from square to square. A character in one or more of these squares is considered to "occupy" those squares. Their bases must always properly occupy a single square or area of squares as shown in Figure 4.

Boundary lines are colored lines on the grid of the map that indicate areas of different terrain. (See p. 19 for Terrain.)

GAME PIECE

A game piece is anything that is placed on the map. This includes characters, objects, and markers. Markers are not game elements and are not added to your force. (See p. 22 for Markers.)

ADJACENCY

Squares on the map that touch each other, including only through their corners on the diagonal, are considered "adjacent." Most squares have four adjacent squares on their sides and four adjacent squares on their diagonals for a total of eight possible adjacent squares. See Figure 4.

Adjacent game pieces are those occupying adjacent squares. A game piece is never adjacent to the square it occupies or itself.

Terrain can affect adjacency. Squares are not adjacent if they are on the opposite sides of blocking terrain, including

FIGURE 4

Each x is an adjacent square.

A square can have a maximum of 8 adjacent squares.

FIGURE 5

A and C are not adjacent due to blocking terrain at the intersection between them.

A and B are not adjacent due to the wall between them.
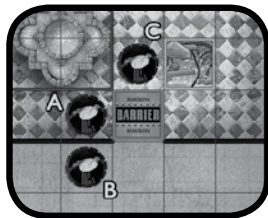
at an intersection or wall (See p. 21 for Blocking Terrain) or on different elevations (See p. 23 for Elevated Terrain). See Figure 5.

PAC (Powers and Abilities Card)
The Powers and Abilities card is commonly called the PAC (pronouncing each letter separately). It has a listing of all standard powers, all inherent abilities, all Improved abilities, all keyphrases, and many other helpful things. The PAC is the key reference tool that most players will need for most HeroClix games.

DICE
A six-sided die is called a d6. Two six-sided dice are called 2d6. "⚀-⚂:" means "On a die (or dice, if rolling 2d6) roll result of 1, 2, or 3." "d6-1" means to take the dice roll result and subtract one, and then use that value.

SUCCESS / FAIL ROLLS
A d6 roll that lists the results needed for success, which always include ▦, is a success/fail roll. Any result not listed is a failure. The maximum result of such a roll is 6 and the minimum result is 1. Regardless of effects that increase or decrease the result, a physical roll of ▦ is always a success and a physical roll of ⚀ is always a failure.

> Break away is the prime example of a success/fail roll. Other examples are standard powers such as Shape Change, Super Senses, Impervious, and Leadership. Some rolls that use a single d6 but are NOT success/fail rolls are Blades/Claws/Fangs, Force Blast, and Regeneration.

RESOLVE
When an effect "resolves" it means that all necessary steps have been completed. There are four kinds of effects that can resolve — attacks, moves, actions, and triggered effects. Passive effects don't resolve.

When an effect says that an attack or move "immediately resolves", you skip any remaining steps in the attack or move sequence, respectively, and it's considered resolved. That character is not considered to have attacked or moved.

HEALING
Some effects allow a character to heal. When a character is healed, that character's player clicks its combat dial once for each 1 damage healed, in the direction of decreasing click numbers. A character can't be healed beyond its starting line that game, onto a KO click, or a click otherwise without any combat values. A character is not considered "healed" by an effect unless its dial is actually clicked.

MODIFIERS
Modifiers increase or decrease a combat value by a specific amount and are all summed when needed to determine a combat value. Modifiers use the word "modify," or "modifies," and may be abbreviated as "(combat type) +/- X." Modifiers always involve adding (+) or subtracting (-) and only apply to combat values.

> An effect that says "modify attack +1" increases only that specific character's attack value by +1. Similarly, an effect that says "modify opposing characters' attack -1" makes all opposing characters decrease their attack value.

REPLACEMENT VALUES
Some effects substitute one value for a new numerical value. This is a replacement value. When a value is divided or multiplied, those are also replacement values. Replacement values always set other values to specific numbers, or multiply or divide a value.

> An effect says "Running Shot with a range value of 6." The replacement value is 6 and it's replacing the character's range value. Replacement values may also say "is" or "instead of."

> By far the most common effect that multiplies or divides is "halving" a combat value.

CALCULATING COMBAT VALUES
Combat values are calculated only when needed. They are recalculated each time they are needed. Replacements and modifiers aren't applied until a value is calculated. Anytime an effect refers to a combat value ("speed value" for example) it always means the current result of calculating that character's speed value. To properly calculate a combat value, use the rule below.

The Golden Rule of "Replace then Modify"
To calculate a value, start with the printed value and then apply any replacements, first numbers and then those that multiply or divide, and then the sum of all modifiers.

> The sum of modifiers may be limited by the Rule of Three. (See p. 19 for Rule of Three.)

> As part of each attack, a character using Flurry must calculate its attack and damage values, so it may use different values if its dial is clicked between attacks during that action.

CALCULATING OTHER VALUES

Values that aren't combat values are calculated the exact same way as combat values with the one exception being that only combat values have modifiers. When calculating a value, effects that "increase" or "decrease" the value are used in place of modifiers, but these are not considered modifiers and are not limited by the Rule of Three. (See p. 19 for Rule of Three.)

> Some other common values you might need to calculate are damage dealt, damage taken, or the result of a die roll. Values other than combat values are rarely halved, but they are often replaced (deal 3 damage instead of normal damage) or increased or decreased.

ROUNDING

At any point in the calculation of a value, if you have a fractional value (usually caused by "halving" a value), immediately round up to the nearest whole number.

PART 4: ACTIONS

During your turn, you can give your characters actions to activate effects. This is the primary way to move and make attacks in HeroClix.

> "Activating" an action and "being given" an action are interchangeable terms.

ACTION TYPES

Giving an action is always optional. There are five different types of actions, and a power or ability always states the specific action type given to activate it.

- **MOVE** actions always include an instruction to "move."

- **CLOSE** actions always include an instruction to "make a close attack," with one exception.

- **RANGE** actions always include an instruction to "make a range attack," with one exception.

- **POWER** (includes a variant called DOUBLE POWER)

- **FREE**

The exceptions mentioned above are the CLOSE and RANGE Destroy actions. (See p. 22 for Destroying Blocking Terrain.)

> Actions that a character can activate are always written in all capital letters followed by ":". When another effect refers to the action type, it is instead written in all capital letters followed by the word "action."

BASIC ACTIONS

Basic actions allow a character to be given a "basic version" of a MOVE, CLOSE, or RANGE action. Basic actions are some of the inherent abilities that every HeroClix character has, and because of that are not listed on their cards. (See p. 28 for Inherent Abilities.)

- The basic MOVE action is "MOVE: Move (up to your speed value)."

- The basic CLOSE action is "CLOSE: Make a close attack."

- The basic RANGE action is "RANGE: Make a range attack."

POWER and FREE actions do not have basic types, and you must have a power or ability that allows you to be given one of them.

> Though easily confused, the MOVE action is not the same as the instruction to move. The MOVE action is listed as "MOVE:" and the move instruction as "move." For example, a character is given a basic MOVE action, and this results in the character moving. Another character may be given a POWER action, and that also results in the character moving. But the second character wasn't given a MOVE action; their POWER action simply also contained the instruction to move.

COSTED ACTIONS

By default, four of the action types listed above (MOVE, CLOSE, RANGE, and POWER) are costed actions and follow these rules:

- Just before the action resolves, give the character an action token. This signifies that you have resolved the action.

- Can only be activated if the character has 0 or 1 action tokens.

- Can only be activated during the Action phase, when nothing is resolving.

- Can NOT be activated if the character was already given a costed action this turn.

- Can only be activated if the number of costed actions you've already given this turn is less than your action total.

Charge is a power that reads "POWER: Halve speed. Move, then CLOSE: at no cost." You can't activate Close Combat Expert (a POWER action), or Outwit (a FREE action) once you've activated Charge until it fully resolves. You can't activate any action between moving and making an attack, for example.

FREE ACTIONS

Unlike the other four action types listed above, FREE actions are NOT costed actions and follow these rules instead:

- Can only be activated during the Action phase, when nothing is resolving.
- Can NOT activate the same effect more than once per turn.

Unlike costed actions, FREE actions do not count for action totals or give action tokens, and may be given regardless of how many action tokens a character has or what other actions a character has been given. A character can be given more than one free action in a turn if able, as long as they are all different.

COSTED ACTIONS "AT NO COST"

Some effects allow a character to be given a costed action "at no cost." This changes costed actions into something similar to, but distinct from, FREE actions. The important distinction is that actions given "at no cost" always occur inside either other actions or special triggered effects (See p. 9 for Triggered Effects), and are the only way to activate an action at a time you normally could not. They follow these rules:

- Can only be activated while the action or special triggered effect that contains it is resolving.
- Can activate the same effect more than once per turn. (Though you would need to find a way to trigger it again.)
- Still counts as having been given either a MOVE or CLOSE or RANGE or POWER action (according to what the original costed action was). Effects that say you "can't use" or "can't be given" that type of action prevent it from being used "at no cost."

Like FREE actions, costed actions "at no cost" do not count for action totals or give action tokens, and may be given regardless of how many action tokens a character has or what other actions a character has been given. A character can be given more than one costed action "at no cost" in a turn if able.

Charge is a power that reads "POWER: Halve speed. Move, then CLOSE: at no cost." First make sure your character can be given a POWER action to activate Charge, then do so. Then halve its speed value, then move up to that new speed value. After moving, you may now activate a power or ability that needs a CLOSE action to activate. You must activate it right now during the Charge action, but you won't receive an action token for the CLOSE action because it's "at no cost". You may use the basic CLOSE action here to make a close attack, but you may also use a different CLOSE action you have access to. Once that CLOSE action resolves, give your character an action token to indicate Charge has completely resolved. The character is then dealt pushing damage if applicable.

CHANGING ACTION TYPES

Some effects allow you to activate a power or ability as a different action type than what is normally required to activate it, by saying "as [action type]." If activated as the new action type, it is considered that action type instead for all effects.

A special power that says "Smoke Cloud as FREE" means that your character can use Smoke Cloud, but you must activate it as a FREE action instead of the POWER action normally required to activate it.

DOUBLE POWER ACTIONS

A DOUBLE POWER action is a variant of the POWER action type that can be used to activate even more powerful effects. It counts as a POWER action for effects that reference action types.

DOUBLE POWER actions are costed actions and work the same as POWER actions except for the differences listed below:

- Just before the double power action resolves, give the character two action tokens. This signifies that you have resolved the action.
- Can only be activated if the character has 0 (not 1) action tokens.
- Can't be given "at no cost" or "as FREE."

ACTION TOKENS

Giving characters costed actions and some other effects cause a character to be given an action token. When a character is given an action token, put a small item near the character on the map to represent the action token.

Action tokens must be placed on the map and on, under, or by the character's base, and may not be placed off the map, such as on a character's card.

> You can use any reasonable small item as an action token, such as a coin, bead, gaming chip, or official WizKids action token.

PUSHING
When a character receives a second action token for any reason (often because it has been given an action on two consecutive turns), it becomes "pushed." When a character becomes pushed, immediately after resolutions it is dealt one pushing damage. (See p. 16 for Pushing Damage.)

ACTION TOTAL
Each turn, you are limited in the number of costed actions you can give your characters. This limit is called your action total. At the beginning of the game, your action total becomes 1 for every 100 points of the game's build total. Effects may increase or decrease your action total (usually temporarily), but regardless of effects it has a minimum value of 2 and a maximum value of 10.

The keyphrase "Action Total +/- X" is the most common way an action total is changed. It can be part of a passive effect or part of an action or triggered effect. If part of an effect that resolves (isn't a passive effect) and no turn is specified, it applies to that turn. If no player is specified, it affects the player controlling that game element.

> A passive effect including that keyphrase is "Your opponents get Action Total -1." A triggered effect including it is "When this characters hits, your opponents get Action Total -1 during their next turn."

PART 5: TRIGGERED EFFECTS AND PASSIVE EFFECTS

TRIGGERED EFFECTS
Triggered effects are triggered by certain events during the game. There are three types of triggered effects.

- Beginning/End triggered effects. These include the phrase "At the beginning/end" (and are underlined on cards) and trigger during the specified phase of the game.
- After Resolutions triggered effects. After resolutions triggered effects wait until the current action or special triggered effect has fully resolved to begin resolving itself.
- Other triggered effects use the words "when," "whenever," or "each time" but aren't part of an after resolutions triggered effect. These effects resolve instantly as soon as the appropriate event triggers them.

The first two are known as special triggered effects and may contain instructions to move or make an attack, while other triggered effects can't.

> An example of an other triggered effect would be "When this character makes a close attack, modify damage +1."

> A beginning triggered effect such as "At the beginning of your turn, you may heal this character 1 click" can only heal a character 1 click per turn, because it only triggers once a turn, in your Beginning of Turn phase.

> After resolutions triggered effects normally wait until the entire action or triggered effect has resolved, but sometimes may trigger "after the attack resolves" or "after the move resolves," etc.

Many triggered effects are optional and say the character "may" do something. Otherwise the triggered effect is not optional and must occur if able.

> An effect says "At the beginning of your turn, you may deal each adjacent character 1 damage." This effect is optional because it includes "you may," so you may choose to deal damage or not. You might choose not to if friendly characters are adjacent.

An after resolutions triggered effect will resolve once triggered, even if the power or ability that granted the triggered effect can no longer be used or is lost. (See p. 29 for Can't Use and Lost.)

A beginning/end triggered effect triggers and then resolves if it was set up by another effect that resolved, even if the power or ability that set up the triggered effect can no longer be used or is lost. (See p. 29 for Can't Use and Lost.)

> A power says "POWER: Place adjacent a blocking marker. At the beginning of your next turn, remove it." Once you resolve the POWER, the effect is set up and will trigger and resolve at the beginning of your next turn, even if that character is KO'd.

A triggered effect can trigger multiple times before resolving, most commonly during an action and involving after resolutions triggered effects. All of those triggered effects will resolve separately.

> Flurry says "CLOSE: Make up to two close attacks." Steal Energy says "When this character hits and damages one or more opposing characters with a close attack, after resolutions heal this character 1 click." If a character with both powers uses Flurry and hits with both attacks, Steal Energy triggers twice and both triggered effects resolve separately after the Flurry action has resolved.

PASSIVE EFFECTS
Some powers or abilities are "always on" and don't need to be activated or triggered. Passive effects don't resolve and are not optional. They are always active as long as the power or ability can be used, though usually some of their effects only apply to specific situations.

> Some examples of a passive effect would be an ability that says "This character can't be moved or placed"or a power that says "Opposing characters can't use Probability Control." Neither power or ability needs to be activated by an action or needs to be triggered first. They're in effect as long as the character can use that power or ability. Another passive effect says "Adjacent friendly characters modify damage +1." This effect is always "on," but doesn't do anything unless a friendly character is adjacent.

PART 6: STRUCTURE OF A TURN

PHASES OF A TURN
In HeroClix, each player's turn has a series of four phases that occur in a specific order. Some effects only trigger or can be used during a specific phase of the turn. The four phases of a turn are:

1. Beginning of Turn phase
2. Action phase
3. End of Turn phase
4. Clear phase

1. BEGINNING OF TURN PHASE
Beginning triggered effects trigger and resolve now. Actions can't be activated now, except those activated "at no cost" as part of a beginning triggered effect.

Beginning triggered effects say "at the beginning of your turn" or a close variation. Variations include "at the beginning of each turn" or "at the beginning of each opponent's turn".

The Beginning of Turn phase ends when a character is given an action (that isn't "at no cost".)

2. ACTION PHASE
The Action phase is where most of the game takes place. Actions can only be activated in this phase when nothing is resolving, except those activated "at no cost."

The Action phase ends when a player begins resolving an end triggered effect.

3. END OF TURN PHASE
End triggered effects trigger and resolve now. Actions can't be activated now, except those activated "at no cost" as part of an end triggered effect.

End triggered effects say "at the end of your turn" or a close variation. Variations include "at the end of each turn" or "at the end of each opponent's turn".

The End of Turn phase ends when a player begins clearing action tokens.

4. CLEAR PHASE
First, remove all action tokens from each character on your force that did not receive an action token this turn from any effect. This is called clearing your action tokens. A character that had zero action tokens at the beginning of this phase (or received an action token this turn) is not considered to have cleared action tokens for any effect.

Once a player has cleared action tokens, all effects with a duration that ends just before the next player's turn (called a turn-duration effect) expires. Then the turn is over and the next player begins their turn. (See p. 28 for Durations.)

> Turn-duration effects include effects with durations like "this turn," "until your next turn," "until the end of your next turn" or close variations. They all expire at the same time in the Clear phase just before the specified turn, as the final thing before passing the turn.

PART 7: MOVING

All effects that move your character use the word "move." Just before actually moving, calculate the character's speed value. Characters move one square at a time into a square adjacent to the previous one, moving in any of the 8 directions (including diagonals).

Some effects instruct a character to move a specific number of squares. If so, you move the character up to the number of squares listed instead of using its speed value.

> An effect says "Move up to 2 squares." You could only move the character 0, 1, or 2 squares regardless of its speed value.

Squares that a character "moves through" includes all squares it occupied during that move, including the square it began movement in and the square it ends in.

> If the character moves 0 squares, it will have "moved through" the square it occupies.

Movement is heavily affected by terrain. (See p. 19 for Terrain.)

MOVING AND OTHER CHARACTERS
A character's movement ends when it enters a square adjacent to an opposing character. Characters may move through squares occupied by other friendly characters, though you can't end movement in a square occupied by another character. (See p. 18 for Rule of Occupancy.)

DIRECT PATHS
When a character moves in the same direction (horizontally, vertically, or along a perfect diagonal)

FIGURE 6
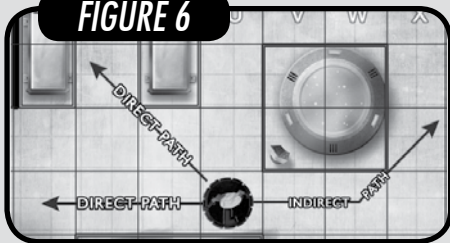
without changing that direction for the entirety of that move, it is moving in a direct path. A character moving in a direct path can't move backwards along that path and must move a minimum of one square. See Figure 6.

> A perfect diagonal is one that goes through the intersections of its own square. (See p. 24 for Intersections.) Every square has 4 perfect diagonal directions along with the 4 orthogonal directions (though on edges of maps some of the directions may not be relevant).

BREAKING AWAY
If a character is adjacent to an opposing character (or another effect requires breaking away) and would begin a move, that character must successfully "break away" first. To break away, roll a d6. ⊡-⊞: That character succeeds in breaking away from all opposing characters adjacent to it (and can move as planned). If the character fails to break away, it doesn't move and is not considered to have moved.

If a character failed to break away, that move immediately resolves. For the rest of that action or that special triggered effect, that character can't move or make an attack or be given actions "at no cost".

> When using the standard power Mind Control, a "Mind Controlled" character can move or attack in either order. However, if that character tries to move first and then fails to break away, that specific character can't then make an attack during that use of Mind Control.

Once a character successfully breaks away, during that move it can move through squares adjacent to every opposing character or effect from which it broke away, but ends its movement as normal if it becomes adjacent to an opposing character that it did not break away from.

PLACING
Some effects instruct you to "place" a game piece. This means you take the game piece from the square(s) it currently occupies on the map and immediately place it

into a designated square (or area) on the map. When a character is placed, it is not moving, and does not need to break away or calculate its speed value.

Placing a game piece onto the map from off the map (including at the beginning of the game) isn't the same as the game term "place" discussed here. "Can't be placed" effects stop Telekinesis, carrying, knock back, and any other effects that choose a character already on the map and place it elsewhere on the map, but do not affect "placement" from off the map onto the map.

PART 8: ATTACKING

One of the most exciting and important parts of HeroClix is attacking your enemies! Since much of the gameplay of HeroClix happens during attacks, there are specific rules and sequences that need to be followed. Here is a quick summary of an attack:

When you make an attack (close or range), you roll 2d6 and add the result to the attacking character's attack value to calculate its attack total. If its attack total is equal or higher than the targeted character's defense value, the attack hits and you deal the targeted character damage equal to the attacking character's damage value.

RANGE
When an effect refers to a character's range, it's referring to its range value. That value is calculated the same way as other combat values, even though it is printed on a base. Squares within a character's range are all of the squares you can reach by counting up to the character's range value, starting with a count of 0 in the square the character occupies and counting outwards in all directions (including diagonals). You are allowed to check the map to determine range at any time. See Figure 7.

FIGURE 7
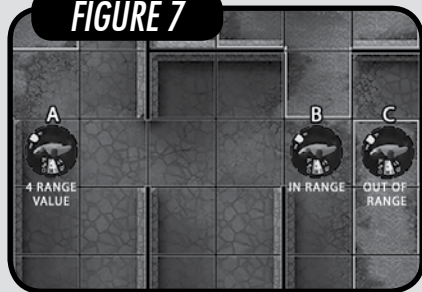
LINE OF FIRE
Lines of fire determine if a character can "see" another character for purposes of making attacks or using powers or abilities. You are allowed to check the map to determine lines of fire at any time.

To determine if a square is within a character's line of fire, draw an imaginary line from the center of its square to the center of the square you are targeting. Line of fire is blocked if:

- The line of fire passes through a square occupied by a character not occupying one of the two squares you are drawing between.

- The line of fire crosses blocking terrain (See p. 21 for Blocking Terrain) or terrain of a different elevation (See p. 23 for Elevated Terrain).

Some players use a straight edge or piece of string to help determine (non-perfect) diagonal lines of fire, which can be less obvious.

A character can draw a line of fire to itself or the square it occupies. This line of fire still crosses through the terrain of that square.

GAME TERMS RELATED TO CLOSE ATTACKS, RANGE ATTACKS, AND LINE OF FIRE
- Target – A game piece or square that is either chosen by an effect that uses the word "target," has a line of fire drawn to it, or is otherwise attacked. Attacks always target and can only target characters.

- Source – The game piece or square that the line of fire is being drawn from.

- Direct line of fire - When a line of fire remains in squares along the same row, same column, or along a perfect diagonal, it is said to be a "direct line of fire." (Analogous to a "direct path of movement.") A direct line of fire can be as little as one square. See Figure 8.

FIGURE 8
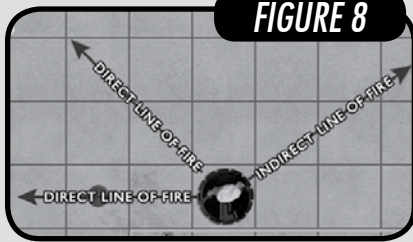
- Within line of fire - There must exist a non-blocked line of fire between the source and its target.

- Within range — The affected game pieces or squares must be within the source's range.

- Within x squares - The affected game pieces or squares must be within the indicated number of squares of the source, counting in the same manner as you do for range.

- Regardless of line of fire – This effect would normally require line of fire from the source, but this special version does not.

- Regardless of range — This effect would normally require being within the source's range, but this special version does not.

- Regardless of adjacency — This effect would normally require being adjacent, but this special version does not.

Each of these phrases are independent of each other. An effect can possibly target a character across the map if it says "within line of fire" but range is not specified by the effect. An effect can target a character hiding behind a wall or other characters if it says "within x squares" but line of fire is not specified by the effect. When an effect has more than one requirement, the phrases can be combined, such as "within range and line of fire," and in that case, both the range and line of fire must be counted from the same square.

Note that if an effect says "within range" or "within X squares," but does not specify line of fire is needed ("Friendly characters within 3 squares modify attack +1"), it won't necessarily have targets unless it's an attack or specifies that the effect targets.

ATTACK SEQUENCE
The following rules apply to both close and range attacks. Normally you make an attack when an effect instructs you to "make a close attack," or "make a range attack." If the effect just instructs you to "make an attack," that means you can choose which type of attack to make (close or range).

The character making the attack is called the attacker. The character(s) against which the attack is made are called the target(s) or targeted character(s). Attacks can only be made targeting characters, not other game pieces.

A character can't target itself or a friendly character with an attack unless the effect specifically says it can target a "friendly character" or the attack targets "all characters."

A power like Pulse Wave allows you to target a friendly character because it specifically targets "all characters" within the attacker's range. A special power that just says "make an attack targeting a character..." does not allow you to target friendly characters.

Once an attack is declared, the following steps occur in order:

1. Determine targets
2. Calculate attack total
3. Determine hits
4. Calculate damage dealt
5. Damage sequence
6. Knock back sequence
7. Resolve attack

When an effect or these rules need to determine the current value of the attack roll, attack total, damage dealt, damage taken, damage clicked, a combat value, or any other numerical value, it's always referring to the value after all increases, decreases, replacements, modifiers, minimums, or maximums are applied. These are called the "finalized" values in these rules.

STEP 1: DETERMINE TARGETS
First determine which characters are targeted by the attack. Every attack must have at least one target. Some attacks may target multiple characters. A character can't be targeted by the same attack more than once.

CLOSE ATTACK REQUIREMENTS
In a close attack, the target must be adjacent to the attacker. Note that you normally do not need to draw a line of fire to the target of a close attack.

RANGE ATTACK REQUIREMENTS
When making a range attack, you must first determine if the character making the range attack is adjacent to an opposing character. If so, the attack can't be made. The attacker must then draw a line of fire (that isn't blocked) to the target and the target must be within the attacker's range. Calculate the attacker's range value. (See p. 6 for Calculating Combat Values.)

All characters have one or more ⚡ symbols (called "bolts") next to their range values. The number of bolts is the maximum number of different targets the character may target with a single range attack, though it does not have to use that maximum. If a character attacks more than one target, the attacker must be able to draw a line of fire to each target and each target must be within the attacker's range value. An attacker can use its full range for each target.

> Some range attacks target multiple characters without using bolts. A power such as "make a range attack targeting each character within 3 squares and line of fire" does so.

LEGAL AND ILLEGAL TARGETS
Once targets are determined, an effect may make a currently targeted character an illegal target. The same effect sometimes allows the attacker to choose new target(s) for the attack. If all targets of an attack become illegal and no further targets can be chosen, the attack immediately resolves (see step 7).

> Most commonly these effects trigger when a character "would be targeted." See Shape Change on the PAC for the prime example.

Once legal targets for the attack have been finalized, you proceed to the attack roll.

STEP 2: CALCULATE ATTACK TOTAL
In this step, the attacker calculates their attack total (attack value + attack roll).

First, calculate the attacker's attack value. (See p. 6 for Calculating Combat Values.) The attacker's player then rolls 2d6. This is the attack roll. Only one attack roll is made, regardless of the number of targets in the attack. The attack roll result is then added to the attack value, and that sum is the attack total.

After making the attack roll, but before calculating the attack total, players may use effects that allow the attack roll to be rerolled. Once all rerolls have been made, apply any other effects that change the attack roll or attack total. The attack roll and attack total are then finalized.

REROLLS
Some effects allow you to reroll both (or more rarely, one) of the d6 used in the attack roll. When you reroll, the original roll is set aside as if it doesn't exist. No effects can trigger off the result of the original roll. Players always

physically reroll their own rolls, regardless of whose effect forced the reroll. Rolls besides attacks rolls may be rerolled, but only if they are d6 or 2d6 rolls.

> Some effects allow the reroll of just one die of a 2d6. For the final result you add in the other die.

If both players have effects that can force a reroll (or otherwise similarly change the roll of a die), the active player gets the first chance to reroll, followed by the opponent. If either players rerolls, this process is repeated until both players decline to do so. The roll is then finalized.

> Both players have characters that can use Probability Control and the first player makes an attack that hits. The first player likely chooses not to reroll the attack roll. If the second player then chooses to reroll it, after that reroll happens the first player then gets another opportunity to use his reroll. If the first player again declines and the second player also declines, the roll is finalized.

STEP 3: DETERMINE HITS
To determine a hit, take the attack total and compare it to the target's defense value.

Calculate each target's defense value. (See p. 6 for Calculating Combat Values.) If the attack total is equal to or higher than the target's defense value, the attack succeeds and is a "hit" and the target is also "hit." If the attack total is lower than the target's defense value, the attack fails and is a "miss" and the target was "missed." An attack with multiple targets can be both a hit and a miss at the same time for different targets.

Once all effects have been applied and hits and misses are finalized, you move on to step 4. If the attack missed all targets, resolve the attack (see step 7).

> Effects that trigger off of characters being "hit" happen now, before dealing damage.

EVADE
Some effects allow a character to evade a hit. Before a hit or a miss is finalized, apply any effect that checks if the character evades. Evading an attack turns what would be a hit into a miss instead.

> Most commonly these effects trigger when a character "would be hit." See Super Senses on the PAC for the prime example.

"BECOMES"

Some effects cause a character to become the target, or hit or missed target, of an attack and use the term "becomes." When this occurs, the affected character(s) automatically become whatever the effect specifies and bypass any effects that would cause the attack or hit or miss to be illegal.

> An effect that might say "the character becomes the hit target of the attack" means the character automatically becomes a hit target of the attack regardless of adjacency, range, or line of fire and that character could not use a power such as Shape Change to make itself an illegal target or use effects that would allow it to evade the attack such as Super Senses.

ROLLING 2 AND 12: CRITICAL MISSES AND CRITICAL HITS

If the attack roll was a physical two (⊡⊡), all targets of the attack become missed, even if the attack total would normally hit one or more of the targets. This is called a critical miss. Resolve the attack and, immediately after resolutions, deal the attacker 1 unavoidable damage.

If the attack roll was a physical twelve (⊞⊞), all targets of the attack become hit, even if the attack total would normally miss one or more of the targets. This is called a critical hit. A critical hit increases the damage dealt by 1 to each hit target when dealing damage.

> Critical hits can't be evaded by Super Senses, because the character "becomes hit."

STEP 4: CALCULATE DAMAGE DEALT

The attacker calculates the damage they deal to hit targets. Missed targets are not dealt any damage by the attack.

Calculate the attacker's damage value. (See p. 6 for Calculating Combat Values.) If you used bolts to target multiple characters or an effect instructs you to divide the damage, you now divide and assign the character's damage value between all hit targets. When dividing the damage, you may assign 0 damage to a hit target, but all damage must be assigned. In all other cases, the character's full damage value is dealt to each hit target.

> Whenever damage is dealt, it's dealt simultaneously to all hit or affected characters.

NORMAL DAMAGE

Damage dealt from an attack using the attacker's calculated damage value is called normal damage. Normal damage may be penetrating (See p. 16 for Penetrating Damage) or the damage may be divided up, but is still normal damage. Some attacks don't deal normal damage, and use the phrase "instead of normal damage." You deal the specified amount of damage, or apply the specified effect, instead of dealing the attacker's damage value to the target(s).

DAMAGE DEALT

After assigning damage to each hit target, apply any effects that increase or decrease damage dealt. The result is the finalized damage dealt. The minimum damage that can be dealt to a character is 0. Effects that refer to the "damage dealt by the attack" or the "attack damage" find this value and not any other damage that may happen during an attack.

> An effect that increases damage dealt is not a modifier to the character's damage value (such as damage +1, which would already have been used), but an effect that specifically increases the damage dealt. The most common of these effects is a Critical Hit.

STEP 5: DAMAGE SEQUENCE

Damage gets taken and then clicked, and then KO is checked.

Note that this step, the damage sequence, takes place anytime a character is dealt damage, not just during an attack. When damage is dealt outside of an attack, there are no more steps after this one.

DAMAGE TAKEN

Once the damage dealt is finalized, you take that value and apply effects that reduce or otherwise affect the damage taken, then finalize the damage taken. Only one effect that reduces damage taken can be applied to a single instance of damage, and the controller of the character taking damage decides which effect to use. Damage taken can't be reduced to less than 0.

A character that can use both Toughness and Invulnerability may only use one of these effects to reduce damage. It can reduce the damage by 1 or 2, but can't reduce it by 3.

Effects that say "takes a minimum of 1 damage," "takes a maximum of 4 damage," or similar are not effects that reduce damage. They are applied after those effects, but only if the final damage taken is lower or higher, respectively, than that minimum or maximum.

DAMAGE CLICKED
When a character takes damage, you keep turning the dial until: it is fully clicked the specified number of times, a KO click appears, or an effect instructs you to stop turning the dial. The number of times the dial actually clicks is called the "damage clicked." A character is not considered "damaged" by an effect unless its dial is actually clicked.

Usually, damage taken and damage clicked are the same. Differences typically arise if a character has a STOP click or is KO'd. (See Keyphrase Abilities in the PAC for STOP Clicks.)

CHECK FOR KO
After the character has taken damage and its dial has been clicked, you check to see if the character has been KO'd. The most common way is when a **KO** symbol appears instead of a combat value.

Some characters have special conditions to be KO'd. The next most common way is having been turned past a "starting" line of a specific color, but there are others. A character's card tells you if it has a special way of being KO'd.

When a character is KO'd, immediately remove it from the game and place it in your KO area. That character's action tokens are removed, its effects with durations expire, and any game elements equipped to it become unequipped. (See p. 35 for Equipment.) Any effects that trigger when a character is KO'd and refer to a square that the KO'd character occupied use the square(s) it occupied just before being KO'd. A KO'd game element is no longer part of your force or Sideline.

KO AREA
Your KO area is where you place all KO'd game elements.

A KO'd game element can no longer use effects or be affected or referenced by other effects (unless that effect specifically references it being KO'd). The KO area is "off the map."

DAMAGE TYPES
By default, damage dealt has no special properties. There are three damage types (listed below) that do have special properties.

PENETRATING DAMAGE
Penetrating damage is a type of damage dealt that can't be reduced.

UNAVOIDABLE DAMAGE
Unavoidable damage is a type of damage dealt that can't be reduced or prevented from being dealt or taken by any effect.

If a character is dealt unavoidable damage, it will take that damage. For example, a character with an effect that says "it can't be damaged" is still dealt and takes unavoidable damage.

PUSHING DAMAGE
Pushing damage is a type of damage dealt that can't be reduced or prevented from being dealt or taken by any effect except one that specifically mentions pushing damage.

STEP 6: KNOCK BACK SEQUENCE
Some effects cause knock back. This represents a character being thrown backwards by a forceful attack or power.

HOW TO CAUSE KNOCK BACK
There are two types of knock back. Both ways follow the same knock back sequence below and deal knock back damage in the same way.

KNOCKBACK KEYPHRASE
The first type is the KNOCKBACK keyphrase. This type only happens during step 6 of an attack.

Keyphrase: KNOCKBACK (See PAC for keyphrase list.)

When one or more opposing characters take damage from this character's attack, you may choose to knock back all hit characters an amount equal to their damage clicked.

There are two ways to gain the KNOCKBACK keyphrase. First, a power or ability may grant the character this keyphrase. Second, an attacker that rolls doubles on their attack roll and hits (so possibly ⚀⚀, ⚁⚁, ⚂⚂, or ⚃⚃, and almost always ⚅⚅) gains the keyphrase for that attack. A character can never be knocked back by the

same damage more than once, so having the keyphrase more than once doesn't matter.

ACTIVATED OR TRIGGERED KNOCK BACK
The second type of knock back happens outside of attacks. An effect may knock back a character an amount that it specifies. This type of knock back is never tied to damage clicked during an attack and is usually not optional. If optional, it's part of a triggered effect that says "you may."

> The prime example is the standard power Force Blast. It allows you to roll a d6 and knock back the character a number of squares equal to the result. The knock back is not optional as you're choosing to activate the power, and the knock back is tied to the d6 result and not damage clicked.

KNOCK BACK SEQUENCE
A character that is knocked back is knocked back in a direct path (called the knock back path) away from the character causing the knock back. To knock a character back, place it into the first square along the path, and then place it into the next square along the path, etc. Continue placing the character one square at a time in squares next to each other along the knock back path until one of six things happens (checked in this order):

1. The character has been knocked back equal to the amount of knock back, and hasn't changed elevations (ie, fallen).

2. A different character occupies the next square.

3. Blocking terrain occupies the next square or is just before the next square. If just before, it is either a wall (orthogonal path) or an intersection (perfect diagonal path). (See p. 21 for Blocking Terrain and Walls.)

4. The next square would be past the edge of the map.

5. The next square is a higher elevation than the current square.

6. The previous square was a higher elevation (i.e., you've fallen).

> Knock back places the character, and is not considered moving the character for any effect.

If multiple characters are knocked back simultaneously, resolve them one at a time starting with any character that's farthest from the character causing the knock back.

FIGURE 9
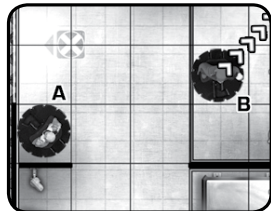
If B is knocked back by A, it will follow the shown knock back path.

If a knock back path would be something other than a direct path (i.e., not horizontal, vertical, or a perfect diagonal) use the perfect diagonal path closest to the estimated path. See Figure 9.

KNOCK BACK DAMAGE
If a character's knock back path ends due to reasons #3-5 above, that character is immediately dealt 1 damage called knock back damage. If a character's knock back path ends due to reason #6 above (falling), that character is immediately dealt 2 knock back damage. Knock back damage has no special properties, but can be referenced.

Knock back damage dealt during an attack is dealt separately and after damage from the attack, and therefore may have a separate damage reducer applied to it.

Knock back damage never counts for effects that check if a character "damaged" a character.

> Knocking back into a character (#2) does not deal either character knock back damage and knocking back into blocking terrain (#3) does not destroy the terrain.

> If you are knocked back to the edge of elevated terrain and blocking terrain is above or below in the next square, you are stopped by that blocking terrain, even though it's on a different elevation. It's a rough ledge!

KNOCK BACK PREVENTION
Some effects prevent a character from being knocked back. For the first type of knock back (during an attack), check for these effects at the end of step 3 in an attack (before damage is dealt). For the second type of knock back, check for these effects just before knocking back the character.

Effects that prevent a character from being placed also prevent a character from being knocked back.

A power says "This character can't be knocked back." That character is hit and damaged by an attack that causes knock back. The character had that power at the end of step 3 before the damage from the attack was dealt. Since it had that power at that time, it is not knocked back from the attack, even if the damage it takes causes its dial to click and lose that power.

STEP 7: RESOLVE ATTACK
Once all the above steps have occurred, the attack resolves.

PART 9: GOLDEN AND SILVER RULES

HEROCLIX GOLDEN RULES

HeroClix has a few rules that can't be overruled by any effect, including those on cards that would normally be allowed to "break the rules." An effect that tries to break one of these rules is ignored.

1) THE RULE OF REPLACE THEN MODIFY
Whenever a combat value needs to be calculated, you start with the printed value, then apply all replacement values that set the value to a specific number (i.e., that don't multiply or divide it), then apply any replacements that multiply or divide (usually halving), then apply the sum of all modifiers to arrive at a result. The active player decides the order if there are multiple replacements of the same type. If the result of calculating any value (combat or otherwise) is less than zero, use zero instead.

2) THE RULE OF OCCUPANCY
Any effect resulting in two or more characters occupying the same square is prohibited. Any effect resulting in characters, markers, or objects occupying a square of blocking terrain is prohibited except for clear and debris markers. If a non-optional effect that places a game element would cause either situation to occur, the opponent chooses a square that is as close as possible to the specified square for the game element to be placed instead.

Effects may allow a character to move through characters and/or blocking terrain, but a character can't end its movement in such a square. If it would, it must end its movement before entering such a square.

You may never choose to activate an action or use an optional triggered effect to violate the Rule of Occupancy. In such a scenario, the game element is not placed, either from elsewhere on the map or off the map. For example, a triggered effect says "When a friendly character is KO'd, you may place this character adjacent to the square it last occupied." If all those adjacent squares were occupied by characters or were blocking terrain, then you would not be able to place this character as the effect was optional (says "you may"). If the effect was non-optional (did not say "you may") then your opponent places the character into a legal square nearest to the specified square.

3) THE RULE OF ACTION TOKENS
No effect can result in more than two action tokens on a character. If an effect would cause this to happen, place action tokens on the character until it has two action tokens and ignore the rest. You can't choose to use any effect that would cause your character to be given a third action token.

4) THE RULE OF MINIMUMS AND MAXIMUMS
If an effect says that a value (often a combat value) has a "minimum" value and the final result of calculating that value would be less, use that minimum value instead. If an effect says that a value (often a combat value) has a "maximum" value and the final result of calculating that value would be greater, use that maximum value instead.

In both cases, all replacements, modifiers, and increases/decreases continue to apply, and only the final result of the calculation is changed.

When calculating a value, a minimum or maximum is the last thing applied to the result. They never apply in the middle of a calculation.

5) THE RULE OF THE ACTIVE PLAYER
The "active player" is the player that is currently taking their turn. When order matters for effects or choices that would resolve simultaneously, the active player chooses the order in which to resolve those effects, though any simultaneous effects with "immediately" must happen before other simultaneous effects.

HEROCLIX SILVER RULES

The HeroClix Silver Rules are similar to the Golden Rules, except that some special effects are allowed to overrule them. The effects that do so specifically mention the rule they are breaking.

1) THE RULE OF ZEROES
A character with a printed range value of 0 can't make a range attack, unless an effect replaces their range value with a number or gives them a minimum range value. A character with ♟:0 can't carry.

2) THE RULE OF FIRST TURN IMMUNITY
After the Beginning of the Game phase and until each player has finished their first turn, characters are immune unless they leave their starting area (or in rare cases, starting square[s]).

Immune is a keyphrase that says "This character can't be moved, placed, damaged, or targeted by the effects of opposing game elements."

> During game setup, some rare effects allow you to place starting characters outside of starting areas. In that case, the character is still immune as long as it doesn't leave that square. Once a character leaves its starting area (or square), even if it comes back to the area in the same turn it is no longer immune. Note that all attacks target, so this prevents attacking immune characters.

3) THE RULE OF THREE
Whenever the sum of all modifiers applied to a single combat value is greater than +3 or less than -3, the sum of all modifiers is instead +3 or -3, respectively. All modifiers continue to apply to the combat value, but their sum is changed. Note that this rule does not apply to replacement values, which can change the printed combat value by more than 3 before any modifiers apply.

> This applies only to the five combat values (Speed, Attack, Defense, Damage, and Range). Any other value in HeroClix, including damage dealt and the result of d6 rolls, do not have "modifiers" apply to them and don't have this restriction.

PART 10: TERRAIN

TERRAIN
Terrain is the printed landscape of the map or markers on the map. Terrain affects movement of characters and lines of fire.

HeroClix has three main types of terrain: hindering, blocking, and elevated. All types of terrain are indicated by boundary lines drawn on the map:

- Hindering terrain is the squares inside green boundary lines.

- Blocking terrain is the squares inside brown boundary lines. Heavy black lines running along the grid of the map are walls. Walls are blocking terrain along a line that occurs between squares instead of filling them.

- Elevated terrain is the squares inside red boundary lines. Each red boundary line has numbers indicating the level of that elevated terrain. The larger the number, the higher the elevation.

CLEAR SQUARES
A square that isn't hindering or blocking for either movement or line of fire is called a clear square. Clear isn't a type of terrain, but rather an absence of terrain.

UNOCCUPIED SQUARES
Any square that doesn't have a character occupying it and isn't a square of blocking terrain is considered "unoccupied." This is regardless of it being clear, hindering, or having objects or other kinds of markers in it.

Three other boundary line colors indicate special areas on a map:

- Squares inside a purple boundary line are a starting area. Note that any starting areas not chosen by a player during step 2 of game setup are not considered "starting areas" for any effect that game.

- Squares inside a yellow boundary line are indoor squares on an outdoor(indoor) map. (See p. 24 for Indoor vs Outdoor Maps.)

- Squares inside an orange boundary line or dotted orange boundary line have special rules, which are explained on that map. Their special rules may specify a terrain type for those squares. Terrain markers can't be placed in squares inside orange boundary lines or dotted orange boundary lines unless the squares the markers would be placed in are clear squares.

Boundary lines indicating terrain are drawn just inside the grid marked on the map. If a square has a boundary line in it, the square is the type of terrain indicated by the boundary line. If a straight line can be drawn from the center of such a square into a second square without crossing a boundary line of the same color, the second square is the same type of terrain as the first square. All such squares with regards to the same contiguous boundary line define a specific "area" of terrain.

All squares inside a boundary line are surrounded by a contiguous boundary. If an effect changes the terrain, boundary lines are assumed to change so that they always form an uninterrupted boundary. This may result in a single large area of terrain becoming two distinct smaller areas of the same type. Squares may be multiple types if they fall within two or more boundary lines.

TERRAIN AND RESTRICTIONS FOR LINE OF FIRE AND MOVEMENT

Every line of fire is either clear, hindered, or blocked. Clear is less restrictive than hindered, which is less restrictive than blocked. When a line of fire crosses several different types of terrain, the line of fire becomes the most restrictive type of any square it crosses.

A path of movement itself is not considered "clear, hindered, or blocked." Hindering terrain has effects on a path of movement when you enter or leave a square of hindering terrain. Characters can't move through or into blocking terrain.

HINDERING TERRAIN

Hindering terrain represents an area containing trees, large furniture, debris, and other similar items that might obstruct, but not stop, both a character's path of movement and line of fire. Any line of fire that crosses hindering terrain (including the square occupied by the target) is "hindered." However, hindering terrain or a heavy object (See p. 25 for Heavy Objects and Line of Fire) in the square a line of fire is drawn from does not by itself make a line of fire become hindered.

- **Movement:** Hindering terrain impedes movement. A character that moves from a square that is not hindering (for movement) into a square that is hindering (for movement) must stop moving. Any character that begins its movement in hindering terrain halves its speed value just before moving.

- **Line of Fire:** Hindering terrain impedes line of fire. When a character makes a range attack, and a hindered line of fire is drawn between the attacker and its target, modify the target's defense +1 (for the attack).

WATER TERRAIN

Water terrain is a subset of hindering terrain that represents features like streams, ponds, and other liquids. It is indicated by a blue boundary line. Water terrain is considered hindering terrain for movement purposes only. It is not considered hindering terrain or a clear square for any other effect.

- **Movement:** Same as for hindering terrain.

- **Line of Fire:** Water terrain does not impede line of fire in any way.

OBSCURING TERRAIN

Obscuring terrain is a subset of hindering terrain that represents areas that are persistently foggy, steamy, very dark, or similarly obscured to vision. It is indicated by a white boundary line. Obscuring terrain is considered hindering terrain for line of fire purposes only. It is not considered hindering terrain or a clear square for any other effect.

- **Movement:** Obscuring terrain does not impede movement in any way.

- **Line of Fire:** Same as for hindering terrain.

A character that can be placed in a "square of hindering terrain" can't be placed in either water or obscuring terrain. However, they do act as hindering terrain for the purposes listed, so a character using 🟢: Hindering "indicated by a green circle" can move freely through Water, and one using Stealth can use that effect with Obscuring terrain.

BLOCKING TERRAIN
Blocking terrain represents an area containing buildings or large obstacles with the potential to completely halt both a character's path of movement and line of fire. Any line of fire that crosses blocking terrain is "blocked," and can't be drawn past that terrain. A "piece of blocking terrain" is a term for either a square of blocking terrain or a wall.

- Adjacency: Squares on opposite sides of blocking terrain are not adjacent. Two squares of blocking terrain adjacent to each other across the diagonal of an intersection cause the other squares next to that intersection to no longer be adjacent. See Figure 10.

- Movement: Blocking terrain prevents movement. Characters can't move through blocking terrain.

- Line of Fire: Blocking terrain prevents a line of fire from being drawn between two squares. Any line of fire crossing a square of blocking terrain is blocked, except for a line of fire between two characters both on an elevation higher than that of blocking terrain (See p. 24 for Elevation and Line of Fire.)

WALLS
Walls are a subset of blocking terrain that occupy the edges of squares instead of filling them. They are indicated by heavy black lines that run along the map's grid lines. The edges of a map are not walls by default, though they are allowed to be.

- Adjacency: Squares on opposite sides of a wall are not adjacent. Walls that meet at an intersection prevent adjacency between a square with both of those walls along their edges and any other squares at that intersection. See Figure 11.

- Movement: Walls prevent movement. Characters can't move through walls. (Same as for blocking terrain.)

- Line of Fire: Walls prevent a line of fire from being drawn between two squares. Any line of fire crossing a wall is blocked, except for a line of fire between two characters both on an elevation higher

FIGURE 10
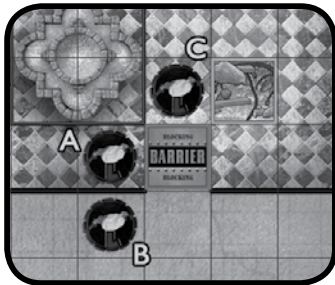
A and C are not adjacent due to blocking terrain at the intersection between them.
A and B are not adjacent due to the wall between them..

FIGURE 11
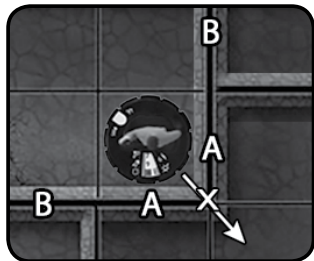
Walls A: Are adjacent to the character
Walls B: Are not adjacent to character.
The character may not move through the intersection of Walls A, and is not adjacent to any of the squares on the other sides of those walls.

than that of a wall (See p. 24 for Elevation and Line of Fire). (Same as for blocking terrain.)

Each individual segment of a larger "wall" (in the general sense) is called a wall. Whenever the term "wall" is mentioned, it means a single 1-square-long line segment.

Unlike a square of blocking terrain that can be considered adjacent at a diagonal intersection, a wall isn't considered adjacent to a character or square unless it's along the edge of that square. Similarly, effects that check for terrain "within X squares" or close variations won't include walls that touch one of the identified squares only at a corner.

They are only included if they are along the edge of such a square. See Figure 11.

> A single square has a maximum of 4 adjacent walls.

WINDOWS
Windows are a subset of walls that can have a line of fire drawn through them, but can't be moved through. Windows are indicated by dashed blue squares with a black outline. Windows are considered walls (and therefore blocking terrain) for all effects, including destroying it.

- Adjacency: Same as for walls.
- Movement: Same as for walls.
- Line of Fire: Windows do not impede line of fire in any way.

DOORS
Doors are a subset of walls that block line of fire, but can be moved through. Doors are indicated by dashed white squares with a black outline. Door are considered walls (and therefore blocking terrain) for all effects, including destroying it.

- Adjacency: Same as for walls.
- Movement: Doors do not impede movement in any way.
- Line of Fire: Same as for walls.

> Unlike for water/obscuring terrain, a character that can be placed "adjacent to blocking terrain" or "adjacent to a wall" can indeed be placed adjacent to a door or window.

MARKERS
Markers are items placed on the map to mark an effect happening in a single square. Markers can't be placed in blocking terrain, though there are two markers with special rules that are exceptions (listed below). Multiple markers may be placed in the same square and are placed on top of previous markers in that square. Markers have no effect on walls.

Markers in general have no special rules beyond the above and what the effect that creates them says. Often, markers do involve terrain and change a square into the specified terrain. Any marker (including special ones) that changes terrain is called a "terrain marker" and has one additional rule (see below). These are often listed by the terrain type such as "hindering markers" or "blocking markers" ("water markers" and "obscuring markers" also

exist), but they may also be identified by the name of the effect that creates them.

If multiple terrain markers are in a square, the most recently placed terrain marker (the one on top) determines what type of terrain it is. The others exist below it but don't affect the terrain of that square or have any other special effect, except for an effect that would remove them from the map. If the top marker is removed, the square immediately becomes the terrain of the marker (or printed terrain) below that.

> For example, a debris marker is placed on the map, and then later covered by a water marker. Since the water marker is the topmost marker, that square is considered water terrain.

CLEAR MARKERS
A "clear marker" makes the square it's placed in into a clear square and can be placed on blocking terrain.

DEBRIS MARKERS
A "debris marker" makes the square it's placed in into hindering terrain and can be placed on blocking terrain. It is considered a hindering marker for all effects.

> A debris marker represents the rubble left behind by the destruction of blocking terrain.

DESTROYING BLOCKING TERRAIN
A HeroClix character has the inherent ability to destroy objects and blocking terrain. (See p. 28 for Inherent Abilities.)

CLOSE Destroy Action – CLOSE: If this character's damage value is 3 or more, destroy an adjacent piece of blocking terrain or KO an object in this square or an adjacent square. (This isn't an attack.)

RANGE Destroy Action – RANGE: If this character's damage value is 3 or more, destroy a piece of blocking terrain or KO an object, within range and line of fire. (This isn't an attack.)

Anytime a square of blocking terrain is destroyed (regardless of how it was destroyed), place a debris marker in that square. If the debris markers is later removed, the square of blocking terrain is still considered destroyed.

When drawing a line of fire to a square of blocking terrain to destroy it, you draw it to the center of the square, and the line of fire is not blocked by the square you are destroying.

If a blocking marker is destroyed, and later an effect would remove that marker from the map, you also remove any debris markers placed by the destruction of that blocking marker.

DESTROYING WALLS

A wall can be destroyed with the same CLOSE Destroy and RANGE Destroy Actions, though there are a few additional rules.

When using **CLOSE Destroy** Actions, note that you can only destroy walls along the edge of the square the character occupies.

When using **RANGE Destroy** Actions, a line of fire must be drawn to the center of the target square along the farther side of that wall. This line of fire must also cross the nearer square along the edge of that wall. Both squares must be within the character's range. This line of fire is not blocked by the chosen wall, a character occupying the target square, or if the target square is blocking terrain.

When a wall is destroyed, place debris markers in the two squares along its edge, unless those squares are blocking terrain. A destroyed wall no longer prevents adjacency, blocks line of fire, or prevents movement. If both debris markers are removed or covered with another marker, the wall is still considered destroyed.

If debris markers by a wall (or in a square of blocking terrain) can't be placed or are removed, be sure it's still clear to you and your opponent which walls and squares are destroyed. You may need to mark them in an unofficial way.

ELEVATED TERRAIN

Elevated terrain represents terrain at different levels above the battlefield. Elevated terrain may also be hindering or blocking. Elevated terrain itself can't be destroyed. Game pieces occupying elevated terrain are considered elevated and their elevation level is the level of the elevated terrain they occupy. Game pieces at elevation level 1 ("grounded") are not considered to be elevated. Game pieces and squares at different elevation levels are not adjacent for any effect.

A wall that shares an edge between two levels of elevation is considered to occupy both levels of elevation and any elevation in-between.

A wall may be destroyed from either side according to the normal rules for destroying walls. If a wall between two levels of elevation is destroyed, you place debris markers in both squares though those squares do not become adjacent.

ELEVATION AND MOVEMENT

If a character has no other means to enter and leave areas of elevated terrain, it must use elevation change squares to do so. A character can't "jump off" elevated terrain to a lower elevation unless an effect allows it.

Elevation change squares are commonly called ladders or stairs. Other effects that allow a character to easily cross elevated terrain are very common in HeroClix. The Flight keyphrase, the Great Size keyphrase, Leap/Climb, Phasing/ Teleport, and the Improved Movement:Elevated ability are some of the most common.

On maps, the squares with numbered triangles are elevation change squares, where the number indicates the level of elevation on each side of the red boundary line. They always come in pairs and share connected triangles with lower and higher values. A character must move through both of these squares (that share a connected triangle) either horizontally or vertically (as appropriate) to change the character's elevation. See Figure 12.

You can't make an elevation change on a diagonal move; you must move directly across the boundary line through both squares with connected triangles.

FIGURE 12
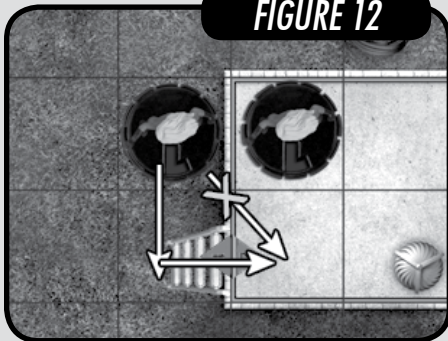
Characters occupying connected elevation change squares can make close attacks against each other as if they were adjacent, if elevation is the only thing preventing adjacency. They are not adjacent to each other for any other effect.

Elevated terrain itself has no other effect on movement.

ELEVATION AND LINE OF FIRE

A line of fire between two squares on the same elevation that crosses elevated terrain of a higher level is blocked. Line of fire between squares on the same elevation is not blocked by elevated terrain of that level or lower, though other terrain at that elevation level affects it normally.

THE RIM

A square with a red boundary line running through it with a lower elevation next to it is called "the rim." A character or square on the rim of elevated terrain can draw a line of fire to, or have a line of fire drawn to it, from a different elevation.

A line of fire between different elevations is blocked by:

- Blocking terrain on the lower elevation.

- Elevated terrain of any level higher than the lower elevation, except the square the line of fire is being drawn to or from.

- A Giant or Colossal character. (See p. 30 for Size.)

Notably, a line of fire between characters or squares on different elevations is not blocked by Normal size or Tiny characters along that line of fire.
See Figure 13.

A line of fire between different elevations is hindered only if the target's square is hindering for line of fire purposes (this includes because of a heavy object). (See p. 25 for Heavy Objects and Line of Fire.)

INTERSECTIONS

In HeroClix, because the map is composed of a grid of squares, you often move diagonally through an intersection between 4 map squares. You may also draw lines of fire that pass directly through these intersections if your line of fire is a perfect diagonal.

MOVEMENT THROUGH AN INTERSECTION

Moving through an intersection requires you to consider the terrain of the two squares to either side of the point you are trying to move through (including walls along the edges of those squares that also touch the intersection). Your character is considered to move through the "side" of the intersection with the less restrictive terrain. If the less

FIGURE 13

FIGURE 14
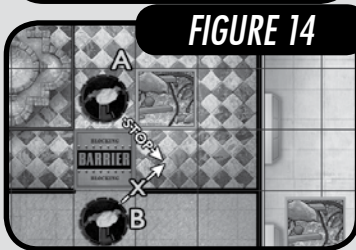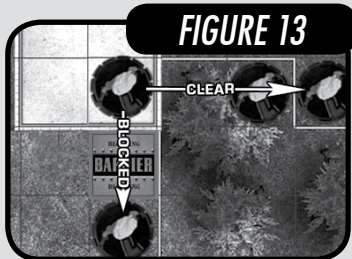
restrictive side is hindering for movement purposes, the character immediately stops moving (because it moved through hindering terrain) after moving through that intersection, even if that next square is clear. If both sides are terrain the character can't move through, then it can't move through that intersection. See Figure 14.

Here's an example of a "blocked" intersection. A character tries to move diagonally to another square on the same elevation. Normally, this is permitted, but if the two other squares at that intersection are some combination of blocking and terrain of an elevation different than the character's, then that character can't move into the next square diagonally.

If characters occupy the two squares on the sides of an intersection, a character can move through that intersection if it otherwise could (i.e., if one of the characters is opposing, it must have broken away).

LINE OF FIRE ACROSS AN INTERSECTION

Drawing a line of fire through an intersection also requires you to consider which side of the intersection is least restrictive. If that side is hindering for line of fire purposes, then the line of fire is hindered. If both sides would block line of fire, then the line of fire is blocked.

INDOOR VS OUTDOOR MAPS

HeroClix has three types of maps: outdoor maps, indoor maps, and outdoor(indoor) maps that are outdoor maps with indoor areas indicated by yellow boundary lines.

There are no special rules for indoor or outdoor maps, but there are some effects that care about the type. Notably, characters may have powers or abilities permitting them to move through outdoor blocking terrain, but not indoor blocking terrain.

> Leap/Climb and the keyphrases Flight and Great Size are the most common effects that move through outdoor blocking terrain, but not indoor.

A wall that shares an edge with a yellow boundary line is considered to be an indoor wall (and therefore indoor blocking terrain).

PART 11: OBJECTS

Objects represent both light and heavy items characters might find on a battlefield. Objects can be placed, picked up, held, and put down. Multiple objects may be in the same square.

> Note that objects "are in" squares, but don't "occupy" them; only characters do. There is no "order" to objects in a square. None are on top or beneath, unlike terrain markers.

Objects are either light (yellow-ringed) or heavy (red-ringed). Objects without special effects are called standard objects. Special objects have special abilities listed on their card. (See p. 34 for Special Objects.)

HEAVY OBJECTS AND LINE OF FIRE
Objects placed on the map do not affect the terrain of the map or movement or line of fire in any way, with one exception. The exception is that when drawing a line of fire, an otherwise clear line of fire drawn through a square containing a heavy object becomes hindered.

> In the case of one end of a line of fire being in a square with a heavy object, lines of fire drawn TO characters occupying the same square as a heavy object become hindered. Lines of fire drawn FROM characters occupying the same square as a heavy object don't become hindered just because of that square. This is similar to the way hindering terrain behaves.

OBJECTS IN YOUR FORCE
Your starting force may include up to three objects. They can be any mix of standard or special objects, and any mix of light or heavy objects. Standard light and heavy objects have a point value of 0 points. Objects you include in your

starting force (or more rarely, bring in from outside the game) are considered friendly to your force.

DESTROYING OBJECTS
Objects can be KO'd using CLOSE Destroy or RANGE Destroy Actions, similar to destroying a square of blocking terrain. When using a RANGE Destroy Action, line of fire is not blocked by a character occupying the same square as the object. Note that you do not place debris markers when KO'ing an object.

> KO'ing an object in the square a character occupies does not affect the character in any way. Note that you can't normally KO objects that are being held.

PICKING UP OBJECTS
All characters have the inherent ability to pick up a light object. Anytime an object is picked up, it becomes held.

Object Pick Up
Once per move, this character may either pick up one light object (holding it) or put down one held object, in a square it moves through or is adjacent to.

> You can move 0 squares but still pick up an object from that square or an adjacent one, and the same goes for putting down an object.

> A character may pick up or put down an object in a square it occupies or a square occupied by another character.

Characters using the power Super Strength or some other effects can pick up heavy objects (in addition to light ones) following the same rules. If an effect allows you to pick up an object without specifying the type, you may pick up either object type.

> An opposing character that uses Outwit and chooses Super Strength stops the chosen character from using KNOCKBACK and picking up further heavy objects. But the chosen character can still put down a held heavy object or use it in an object attack, or just continue to hold it. That character may later pick up a light object.

HOLDING AN OBJECT
A character can hold only one object at a time. When an object is held by a character, it is considered off the map and only can be affected by effects that specify held objects. It is not in the square the character occupies and it is not adjacent to the character holding it.

While there's no set way to display a held object, you need to be sure that your opponent is clear on whether your character is holding an object or occupying a square with one in it.

Effects like Telekinesis can't find a held object because it's off the map and not within range or line of fire.

If a character holding an object is KO'd or loses Super Strength (if holding a heavy object), the character immediately puts down the object into the square it occupies.

Heavy objects are not dropped if you "can't use" Super Strength, via Outwit or Pulse Wave, etc. They are dropped only if Super Strength is "lost." (See p. 29 for Can't Use and Lost.)

If an effect requires that a character not be holding an object, you can't pick one up or be holding one while that effect is being used.

You can't both carry and hold an object. If you've decided to carry, you can't pick up an object along the way.

USING OBJECTS AS WEAPONS
A character can use an object to either bash someone close by or throw at an opponent, in both cases breaking the object. Two more inherent abilities allow any character to do this.

CLOSE Object Action – CLOSE: If this character is holding an object, make a close attack targeting a single character and modify damage +1 if the object is light or +2 if the object is heavy. Immediately after the attack resolves, KO the object.

RANGE Object Action – RANGE: Minimum range value 6. If this character is holding an object, make a range attack targeting a single character that, instead of normal damage, deals 2 damage if the object is light or 3 damage if the object is heavy. Immediately after the attack resolves, KO the object.

These two actions are known as the "object actions." Effects looking for an "object attack" identify when a character makes an attack using either of these actions.

Note that these abilities only allow a character to use an object in an attack if it can be given either a CLOSE or RANGE to activate one of the object actions, not anytime it makes an attack during other actions or special triggered effects.

You may continue to hold the object as long as you want, and may be given other kinds of CLOSE or RANGE actions while you are holding it.

PART 12: COMBAT SYMBOLS

Characters have symbols printed on their bases and may gain other symbols. A character can't gain the same symbol more than once. Some symbols are associated with the 4 combat types and are called combat symbols.

STANDARD COMBAT SYMBOLS
The ⫎ speed symbol, the ⚔ attack symbol, the ◯ defense symbol, and the ⚡ damage symbol are called standard combat symbols and do not have any keyphrase abilities associated with them.

OTHER COMBAT SYMBOLS
Other combat symbols exist and grant certain keyphrase abilities. (See p. 27 for Keyphrase Abilities.)

Speed
- ⫸ (Wing) grants the Flight keyphrase
- ⫎ (Dolphin) grants the Swim keyphrase

Attack
- ⚲ (Auto) grants the Autonomous keyphrase

Defense
- ⬙ (Stripe) grants the Indomitable keyphrase

Damage
- ⊗ (Tiny) grants the Tiny Size keyphrase
- ⚑ (Giant) grants the Great Size and Giant Reach:2 keyphrases
- ⛰ (Colossal) grants the Great Size and Giant Reach:3 keyphrases and also grants the Colossal Stamina keyphrase

Except for damage symbols (which are also called "size" symbols), symbols on a base do not replace each other. (See p. 30 for Size.) This is true for Improved and Team symbols as well.

A character has ⫎. An effect later gives it ⫸. The character has both symbols and an effect that refers to ⫎ can find it.

A character has 🔷. If an effect gives it 🏃, it is no longer 🔷 for any effect and does not have any of the abilities of 🔷. If an effect gave it ⇝ instead, it could have both ⇝ and 🔷 because ⇝ is not a damage/size symbol.

PART 13: POWERS

Characters have powers and abilities that let them activate or trigger effects, and/or contain passive effects. Most powers and abilities are explained on the PAC. In this section, we focus on powers.

Powers are "lost" (and can't be used) if they aren't visible through the slot of the combat dial. (See p. 29 for Can't Use and Lost.)

Powers must be visible on a character's dial when an effect would trigger. If the power is visible after turning the dial, the effect (usually related to damage) does not trigger. For example, a power that says "When this character takes damage, remove an action token from it" would NOT trigger if the character does not have that power and then takes damage and turns to a click with that power.

STANDARD POWERS
Standard powers have a corresponding colored square printed on a combat dial and are of the same combat type (speed, attack, defense, or damage) as the combat value they surround. Standard powers are explained on the PAC. Standard powers may be granted by name through other powers and abilities, and in that case there is no corresponding colored square.

A pink colored square visible in the speed slot of a character's combat dial, when looked up on the PAC, means the character can use the standard power Sidestep. If you see a black-bordered white square instead, it means the character has a speed special power. Checking the character's card, the speed symbol special power says "Charge. Flurry." The character can use both of these standard powers, which you can find on the PAC.

SPECIAL POWERS
Special powers have a corresponding black-bordered white square and are of the same combat type as the combat value they surround. Special powers are explained on HeroClix cards, next to a symbol of that combat type.

Many special powers alter the way in which a standard power works. They only alter the standard power by those specified effects, and all other parts of the standard power are unchanged.

PART 14: ABILITIES

TYPES OF ABILITIES
Abilities can be granted through many different effects. Some are granted by symbols a game element has printed on its base. Abilities include any game text on a HeroClix card that isn't a power (i.e., doesn't have a corresponding square on the dial).

There are 5 types of abilities:
- Trait abilities
- Improved abilities
- Team abilities
- Keyphrase abilities
- Inherent abilities

Any ability that does not fall into one of the categories above is assumed to be a trait ability.

Things that are not abilities on a HeroClix card: name, real name, keywords, point cost, powers, portrait, printed dial, etc. An ability always has game text associated with it.

TRAIT ABILITIES
Trait abilities (often shortened to "traits") are indicated by a star symbol (☆) on the base. They are explained near the beginning of a HeroClix card, next to that symbol. They are "always on," though they often only apply to certain situations.

IMPROVED ABILITIES
Improved abilities help a character move or target more easily and are indicated by an Improved symbol (✚) on the base, and the specific type is listed on a HeroClix card just below the character portrait. They are explained on the PAC. There are two types of Improved abilities: Improved Movement (🌀) and Improved Targeting (🎯), and they are followed by other symbols that correspond to the specific improvement the character has.

TEAM ABILITIES
Team abilities are associated with a particular group and are indicated by a specific team symbol on the base. They are explained on the "team abilities card" (TAC) for that specific universe, which can be printed out at HeroClix.com/rules.

KEYPHRASE ABILITIES
Keyphrase abilities (often shortened to "keyphrases") may be indicated by certain symbols on the base, but they

may also be granted by other powers and abilities. They are explained on the PAC. The first letter of each word in a keyphrase (and sometimes the whole word or phrase) will be capitalized.

The list on the PAC notes the combat symbols, if any, that grant that keyphrase. Some keyphrases are listed with "X" in their name, and that keyphrase can be found with different variations of X as a whole number (usually 0, 1, 2, or 3).

INHERENT ABILITIES
Inherent abilities are not indicated or granted by anything. They are abilities characters can always use and are explained on the PAC. These abilities are always available unless an effect says you "can't use" either them, or the actions or instructions they consist of.

PART 15:
POWER AND ABILITY
USE AND DURATIONS

USING POWERS AND ABILITIES
A character uses a power or ability when any of the following occur:

- Activating an action (including at no cost)
- As part of an optional triggered effect, choosing to do it (usually written as "you may")
- Applying a triggered or passive effect that's non-optional (including reducing damage)

Even if an effect is worded to say "you," it's always the character with that power or ability that's the one "using" it, not the player.

"CAN USE"
A character "can use" a specific power or ability if it is visible through their combat dial slot (powers) or available through a symbol printed on their base (abilities). Inherent abilities, and special powers and trait abilities on a HeroClix card, may also grant the use of powers or abilities that a character "can use."

If a special power lists a restriction on using a standard power, you only "can use" that standard power if you meet the restriction. Similarly, some effects allow a character to choose a standard power (or more rarely, ability) to use from among several choices. The chosen power or ability is not something the character "can use" until it's chosen.

This includes powers that say "Outwit or Perplex" or similar. You only "can use" one of the powers once you've chosen it during your turn.

DURATIONS
Some effects persist even after an action or triggered effect has resolved. The length of time these effects last is called a duration. Durations "expire" when the condition for ending them is met. Durations may also be temporarily "suspended." Durations can be identified in the following ways:

- Any effect that says "until" is setting up a duration. "Until your next turn" and other turn-duration effects are common, but "until this character clears action tokens," "until this character moves," or "until you activate this power again," or many other durations are possible. "Until" is the primary, and by far most common, means to indicate a duration.

- "this turn" is a shorthand phrase that means "until the end of this turn."

- "for the rest of the game" or "this game" is a duration that means "until the end of the current game" (and is assumed to include the phrase "even if lost").

- "as long as" is a conditional duration that means "until a specific thing changes."

For example, a duration that lasts "as long as this character is on the map" means it lasts "until this character leaves the map."

Any triggered effect that triggers off an attack or move (when this character attacks, when this character hits, etc.) is assumed to have a duration that expires when the attack or move resolves unless otherwise noted. Similarly, any triggered effect that triggers off an action (when this character is given an action, etc.) or any effect granted by the action (a list of Improved abilities at its beginning, etc.) is assumed to have a duration that expires when the action resolves unless otherwise noted.

An effect that says "When this character makes a close attack, modify damage +1" expires at the end of the first attack, even if it doesn't explicitly say "for this attack." If the character attacks again, that effect may apply again, but the first instance has expired, so it only gets +1, not +2.

"CAN'T USE" AND "LOST"

Two distinct but related things can happen to stop effects from being used — being "lost" and "can't be used." The differences between them are most important when it comes to effects with durations.

STOPPING EFFECTS

Power or abilities that are "lost" or "can't be used" can't:

- Be activated with an action.
- Have any effects trigger.
- Have their passive effects applied.

If that power or ability doesn't have a duration, all effects of that power or ability immediately end.

When a power or ability is "lost" or "can't be used," any currently resolving actions or triggered effects resolve normally.

> A power says "POWER: Make up to 3 close attacks." If a character either is healed or damaged during the first attack onto a click without this power, the action continues resolving and the character is able to make 0, 1 or 2 more close attacks.

Tokens given to HeroClix characters, or markers placed on the map, are not normally removed when the effect that placed them is "lost" or "can't be used," or if the character goes "off the map."

Usually, the effect that placed the token or marker tells you when and how to remove it.

CAN'T USE

An effect that "can't be used" happens when an effect uses the term "can't." Usually this is written as "can't use," but "can't be given a POWER action," or "can't move," etc., are also "can't use" effects. They prevent your character from using some power or abilities (or the actions or instructions they contain).

If a power or ability "can't be used," a character can't use that power or ability in any form, whether it's displayed on the combat dial, and/or granted by symbols or other game text. If a standard power is chosen, you "can't use" it as part of a special power. A power or ability usually "can't be used" temporarily and the character may later regain use of that power or ability.

> A character has a special power that says "Super Senses, Regeneration." Another effect says "Characters can't use Regeneration." The character can still use Super Senses, but can't use Regeneration.

> A character has a special power that says "When this character takes damage from an attack, after resolutions heal it 1 click." That character is attacked and damaged by Pulse Wave (which prevents it from using any of its powers or abilities). Since it could not use that special power when it would have been triggered, it won't trigger and the character won't get to heal.

LOST

An effect being "lost" can happen in three ways. First, if the game element using the effect is KO'd (or otherwise removed from the game). Second, if that game element is put into your Sideline. Third, if it's a power and is no longer displayed on the combat dial after the dial has been clicked. Unlike "can't be used" effects, when a power or ability is "lost" it is usually permanent. Note that for characters off the map, other effects may still refer to the "lost" power or ability.

> If a character has a standard Perplex (a brown square in damage slot) on its dial, and takes 2 damage and clicks its dial 2 times, and the resulting click has standard Perplex, the power is not "lost." This is true even if the click in-between did not have standard Perplex.

> If a character has a special power that lets them use Perplex, and takes 2 damage and clicks its dial to standard Perplex, the special power is "lost." It's not the same power.

THE TWIN RULES OF DURATIONS

An effect with a duration is affected differently if it's "lost" versus "can't be used."

- When an effect with a duration is "lost," the duration "expires" immediately and so the effect ends immediately.
- When an effect with a duration "can't be used," the duration is "suspended," but does not "expire." The effect temporarily "can't be used," but if the character later can use that effect again before its duration has naturally expired, the effect continues as if it had never been interrupted.

> A special power says "FREE: Choose a standard defense power. This character can use the chosen power until you choose again." During the opponent's turn, an opposing character with Outwit chooses that special power so it "can't be used." The character can't activate the special power again and can't use the power that's been already chosen by it. But once the Outwit effect ends, the character would be able to use the chosen power again since its duration ("until you choose again") did not end.

The standard power Pulse Wave temporarily makes all powers and abilities of some characters unable to be used. None of the effects with (or without) durations can be used during Pulse Wave, but as soon as it resolves, all of those effects with durations resume immediately.

"EVEN IF LOST"

The phrase "even if… lost" allows some powers or abilities with durations to persist even if the power or ability is "lost" or "can't be used." In this case, even if the power is "lost" or "can't be used," the duration of the effect does not end and the effect still applies. Note that this does include "can't be used" even though it doesn't explicitly say it.

The duration "for the rest of the game" is assumed to have an "even if lost" implicitly as part of it.

A power says "FREE: As long as this character is on the map, even if lost, opposing characters can't be healed." This effect does not end if clicked off this power. However, it ends if its duration expires by the character leaving the map.

PART 16: POWER AND ABILITY CONCEPTS AND TERMS

In this section we cover some important concepts related to powers and abilities and several game terms found within them.

If a power or ability contains multiple actions and/or multiple special triggered effects, and it's unclear where one effect would end and another completely separate effect would begin, double slashes (//) are used to separate them.

See Telekinesis on the PAC for an example of a power with two separate actions separated by (//).

MULTIPLE VERSIONS OF POWERS AND ABILITIES

If a character can activate a standard power (or rarely, ability) more than once, you can't combine any special effects (or even drawbacks) associated with using that specific power or ability. You have to choose only one version to activate and use.

A special power says "Regeneration. When this character uses it, increase the amount healed by 1." That character is also equipped with an object that grants "Regeneration. When this character uses it, you may reroll it once per turn." The character needs to choose which version to activate and use. If it chooses the first version, it may not reroll. If it chooses the second version, it may not increase the healing.

A special power instead says "Regeneration. When this character heals, increase the amount healed by 1." That character is also equipped with an object that says "Regeneration. When this character uses it, you may reroll it once per turn." The character needs to choose which version to use. But if it chooses the second version, it may increase the healing, because the effect is no longer tied to the first version of Regeneration, but is simply a triggered effect.

If a character triggers the same standard power (or rarely, ability) more than once simultaneously, its controller chooses which version triggers and the rest do not.

A character can use standard Super Senses through its combat dial and is also equipped with an object with an ability that grants "Super Senses, but succeeds on a ▦-▦." When that character would be hit by an attack, its controller can only choose one Super Senses to trigger and then resolve. It does not get to roll for both Super Senses, unless the effect said "This character may use this in addition to other Super Senses."

If a character applies the same passive standard power (or rarely, ability) more than once simultaneously, its controller chooses which version applies and the rest do not.

A character can use three versions of standard power Empower. It may only apply one version (including any special effects associated with that specific version) to an adjacent friendly character.

SIZE

Characters can be one of four different sizes indicated by the damage symbol they can use: Tiny ⊗, Standard ✬, Giant 👣, or Colossal ⬟, in order of smallest to largest size. A character can't ever have more than one damage symbol simultaneously (and therefore, can't be more than one size simultaneously). Anytime a character can use a new damage symbol, that symbol replaces its most recent damage symbol and it becomes that new size.

General Effects of Size:

- Line of Fire: Smaller characters do not block line of fire.
- Break away: BREAKAWAY +1 when breaking away from only smaller characters. Automatically break away from characters that are two sizes smaller.
- Knock back: Can't be knocked back by smaller characters.

> A character that replaces its damage symbol (and therefore changes size) gains any keyphrase abilities associated with the new damage symbol, but loses any associated with the old one.

STANDARD CHARACTER
Some effects only apply to a "standard character." A standard character is a character that:

- Isn't a bystander (See p. 33 for Bystanders.)
- Has a single base or peanut-base (See p. 33 for Multi-base Characters.)
- Has ⚔ or ✊ (or both) as its only attack symbol(s), has ◐ or ◗ (or both) as its only defense symbol(s), and has ☆ as its damage symbol.

NAMED TOKENS
Some effects instruct you to give a character a "named" token. These are not the same as action tokens. When a character is given a "named" token, it is by default placed on its HeroClix card. When one is removed, by default it is removed from the same card.

"Named" tokens are always specific to a character, even if other tokens in the game share the same name. If more than one character gives the same "named" token, you are required to track which "named" tokens were given by which.

> A character has "FREE: Give an adjacent opposing character a Marked token. // When attacking a character with a Marked token, modify attack +1 for each Marked token it has." If two of that same character each placed a Marked token on the same target, each would only modify its attack by +1 when attacking that character. The target may have two Marked tokens, but each one was given by a different character and is tracked separately by those characters.

GENERATE
Some effects allow you to bring a specific game element from "outside the game" into the game. When such an effect instructs you to do so, it uses the term generate. When something is generated, the effect and/or card specifies exactly what is being generated.

By default, a generated game element is placed adjacent to the game element whose effect brought it into the game. Such an effect may also specify where on the map to place it.

Like "named" tokens, generated game elements are always specific to the game element whose effect brought them into the game, even if the generated game elements share the same name. If more than one character generates the same game element, you are required to track which game elements were generated by which.

> A character has "FREE: Generate a rat bystander." and "When this character is KO'd, KO all rat bystanders." This effect looks for a rat bystander described on that character's card and places such a bystander in an adjacent square. When the character is KO'd, you KO only the rats that character generated, not any other rats, even if they were generated by other characters with the same name.

The keyphrase [MAX X] limits the number of a character's generated game elements that can be on the map.

> A character has "FREE: Generate two rat bystanders [MAX 2]." If one rat bystander generated by this character is already on the map, you can only generate one more rat bystander on the map, not two. If two rat bystanders generated by this character are already on the map, this ability can be activated but nothing is generated.

NAMES
Some effects look for a character's name, as written on its base and character card. When an effect looks for a character's name, the name (excluding anything in parentheses) must match exactly to the name the effect is looking for. Character names are not case-sensitive.

REPLACING CHARACTERS
Certain effects allow a character ("replaced" character) on your force to be replaced with one or more characters ("replacement" character) from your Sideline. These effects always use the word "replace." When creating your Sideline, you identify these replacement characters for a specific replacement effect, and they can't be referenced or used by other effects.

When an effect causes a character to be replaced:

- If the replaced character had action tokens, each replacement character is assigned that same number of action tokens. If the replacement effect caused an action token to be given, the replacement character is considered to have received the action token and may be dealt pushing damage (if applicable).

- If the replaced character was given a costed action this turn, then the replacement character is considered to have already been given a costed action this turn.
- If the replaced character was carried this turn, the replacement character is considered to have been carried this turn.
- Only the above three effects "carry over". No other effects of any kind that applied to the replaced character start applying to the replacement character.
- Replacement characters begin on the same click number as the replaced character by default.
- The replacement character must occupy at least one square that was occupied by the replaced character.
- You may only replace a character that began on your starting force or starting Sideline.
- Any objects held by the replaced character are put down in one of the squares it occupied.
- A replacement character can't have the same name, same set symbol, and same collector number as the replaced character
- Characters that begin the game on your starting force may later join your Sideline and then may become replacement characters themselves.

> A character's Perplex modifies another character's damage +1. The other character is replaced. The modifier would not apply to the replacement character.

Victory Points: When one or more characters replace a character, and all of that character's replacement characters are KO'd, score victory points equal to the point value of the replaced character, unless the total point value of the KO'd replacement character(s) is higher.

> Character A is 50 points. It is replaced by character B that is 45 points. If B is KO'd, 50 victory points are scored because A had the higher point value.

> Character A is 50 points. It is replaced by characters B and C that are 30 points each. If both B and C are KO'd, 60 victory points are scored. If only character B is KO'd, only 30 victory points are scored since both replacement characters were not KO'd.

PART 17: CARRY AND OTHER ABILITY CLARIFICATIONS

The complete list of inherent and keyphrase abilities is on the PAC, and additional ability clarifications are in the Comprehensive Rules.

INHERENT ABILITY CLARIFICATIONS
Carry
Before beginning movement, you may choose one adjacent friendly character of smaller size that isn't a Vehicle or holding an object. If you do, modify speed -1 for each character chosen (for this move). When movement ends, place the chosen character adjacent if possible. If you do, the chosen character can't be given a costed action this turn (and has been 'carried.')

> If you choose to carry a character, you will modify speed -1 for each. At the end of movement, if you can't place them, you will still have modified your speed -1 (and can't have picked up an object), but the chosen character stays right where it is and is never considered to have been "carried."

> You may move 0 squares and "carry" an adjacent character by placing them into a different adjacent square.

> Sidestep says "FREE: Move up to 2 squares." If you use the Carry ability with Sidestep, you may still move up to 2 squares. This is because Sidestep does not use your speed value to move so modifying it has no effect.

PART 18: KEYWORDS AND THEMED TEAMS

KEYWORDS
Keywords are special descriptors that help categorize a character and may allow a character to synergize with other similarly keyworded characters. Keywords are located on a character's card, under the character's name. A keyword can either be generic or named. Generic keywords appear on the character card in italics. Any keyword that is not generic is a named keyword.

If a character gains or loses a keyword, it does so for the rest of the game, even if that effect is later lost.

THEMED TEAMS
Themed teams are forces of HeroClix characters that have experience working together or common fighting styles and have extra synergy. This familiarity is represented by them sharing a keyword.

> Characters in your Sideline are not part of your starting force and do not count for a Themed Team.

In order for a starting force to become a themed team, in step 1 of the Beginning of Game phase, you must choose a single keyword that all characters (that aren't bystanders) on your starting force already have. Your starting force must also have at least two characters (that aren't bystanders) on it. Once a starting force becomes a themed team, it remains so for the rest of the game, regardless of KO's, replacement characters, gaining or losing keywords, etc. If the chosen keyword is a named keyword, then your team is a "Named Themed Team," otherwise the team is a "Generic Themed Team."

> An effect that says "During force construction, friendly characters gain the Mystical keyword." If you choose that keyword, that force is a generic themed team because the effect was able to be used during force construction. If the effect instead says "At the beginning of the game, friendly characters gain the Mystical keyword" then that keyword could not be chosen for a themed team (unless all characters on your force already had it) because the effect was not able to be used during force construction. In both cases, you can use effects during the game that reference the Mystical or a "shared" keyword, even if the character with that effect was KO'd.

THEMED TEAM BENEFITS
Initiative Bonus: Just after establishing themed teams, in step 2 of the Beginning of Game phase, a player with a themed team that's rolling for first player increases their result by +1 for each character (that isn't a bystander) with the chosen keyword on that starting force.

> This is the only benefit for a generic themed team.

Themed Team Probability Control (TTPC):
If a player's starting force is a named themed team, it can use TTPC. TTPC allows characters on that force to use Probability Control, up to X total times per game for that force. X is equal to the number of characters with the chosen keyword on that starting force, with a maximum of 5.

In addition, a character using TTPC:

- Must have the chosen keyword.
- Must target a character other than itself.
- Must have 0 or 1 action tokens, and immediately is given an action token.

> Note that a character that already used Probability Control ("normally" or through TTPC) can't use it again in the same turn, because of its inherent once per turn restriction.

PART 19: SPECIAL CHARACTERS

This section describes some special characters in HeroClix. These are all still characters and follow the same rules as normal characters except as indicated.

BYSTANDERS
A bystander is a character that has combat values, but does not have a combat dial and does not "click". A bystander can't be healed and, if it takes any damage, it is KO'd. Most bystanders are "generated" bystanders, but some bystanders are separate game elements (with point values) that may be added to your starting force normally.

Bystanders may be:

- Flat tokens that have combat values printed on them.
- 3-D sculpts on a small base without a dial with combat values printed on the base.
- A "generated" bystander listed on a game element's card that specifies its combat values. These can be represented by any small object.

> Generated bystanders are from outside the game and are not part of your starting force or starting Sideline. They are allowed to have point values, but usually are 0 point characters.

MULTI-BASE CHARACTERS
Most HeroClix characters are single-base characters that take up one square of the map. A multi-base character has
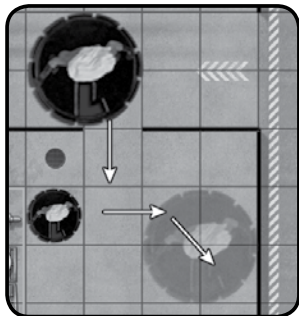
a base that takes up more than one square. A multi-base character occupies all of the squares its base occupies and is adjacent to each square adjacent to the squares its base occupies. Multi-base characters can't be knocked back. Squares on opposite sides of a multi-base character are not adjacent to each other.

A character with a base of two squares has a peanut-base. Peanut-bases can be oriented in any two adjacent squares, including diagonally across an intersection. If so, the other squares that touch that intersection are no longer adjacent. A multi-base character that occupies more than two squares is only allowed to be oriented horizontally or vertically and can't ever be oriented diagonally.

MOVING MULTI-BASE CHARACTERS
When a multi-base character moves, choose one square occupied by the multi-base character to begin movement. The character moves as if it is a single-base character moving from the chosen square. All squares of the multi-base character must be able to be placed in legal squares for movement to end. No part of the base may be moved more squares than the one chosen for the move. See Figure 15.

A multi-base character can occupy squares of different elevations if it can use the Flight keyphrase or has 🦅 or ⬇️. This doesn't change the elevation of such squares.

ATTACKING AND MULTI-BASE CHARACTERS
When targeting or otherwise drawing a line of fire to a multi-base character, the source can choose to target any one square occupied by the multi-base character. Other squares of the same multi-base character do not block this line of fire.

> It's very difficult to use Stealth with multi-base characters, since if even one square is not in hindering, opposing characters may be able to draw a line of fire to it.

When a multi-base character targets, or otherwise draws a line of fire to multiple targets, each target may have a line of fire drawn from a different square of that multi-base character.

FIGURE 15

PART 20: MULTIPLAYER GAMES

HeroClix can also be played as a multiplayer game with 3 or 4 players. See the Comprehensive Rules for more details.

PART 21: ADDITIONAL GAME ELEMENTS

Besides characters and objects, HeroClix has many additional game elements that you can add to your starting force during force construction. These additional game elements have point values that count when added to your starting force.

ADDITIONAL GAME ELEMENTS
There are five kinds of additional game elements that exist in modern HeroClix.

- ID Cards — allow you to "call in help" temporarily from characters on your Sideline

- Special Objects — objects that exist on the map that have special effects

- Equipment — add special effects to a character by equipping an object (or even a character) to them

- Resources — a type of powerful item or group of items that are off the map but may be assigned to characters or your entire force to add special effects

- Special Terrain – a type of terrain that can permanently overlay and replace terrain on the map and has special effects

Equipment is a subset of special objects and is the most commonly encountered additional game element. See the Comprehensive Rules for details on the others.

SPECIAL OBJECTS
Special objects are marked with the ✿ symbol and have additional special text. A player chooses to add them to their starting force, but unless otherwise specified, a character on any force can interact with them normally (pick them up, put them down, use them in object attacks, etc.).

Special objects have a point value of 1 or more points, and your opponent scores them when they are KO'd. Special objects are all "Unique" (though they do not have a silver ring) – you can't add more than one with the same name to your starting force. When placing objects at the start of the game, special objects must be placed 5 or more squares away from any player's starting area.

There is one keyphrase associated with special objects.

Indestructible - This object can only be KO'd by using it in an object attack or by its own effect.

EQUIPMENT
Equipment is an additional game element (usually a special object) that can be equipped to a character. When you equip equipment to a character, that character becomes an "equipped character." The rules for equipment apply the same to all types unless otherwise noted.

The key rules of equipment are:

- When you equip something, you place it on the equipped character's card (off the map) and that character can use the EFFECT ability as listed.

- A character can only have one game element equipped to it at a time.

- When an equipped character is KO'd, replaced, or is equipped again, the currently equipped item becomes unequipped.

- You can only equip standard characters.

If an effect causes an equipped standard character to become non-standard (such as becoming ⊗ or 🐾), they stay equipped, but can't use the equipment's EFFECT ability. An equipped character that joins a force that isn't its starting force (such as via Mind Control) also can't use the equipment's EFFECT ability while it's part of that other force.

EQUIPMENT-OBJECTS
An object that can be equipped is known as an "Equipment-Object," though it is often just called "equipment."

Equipment-Objects have some special keyphrases that relate to equipping and unequipping them, though some effects may also directly instruct you to equip or unequip.

Equip (Friendly) - A friendly character in this square or holding this object has "POWER: Equip this object."

Equip (Any) - Any character in this square or holding this object has "POWER: Equip this object."

Unequip (KO) - When unequipped, KO this object.

Unequip (Drop) - When unequipped, place this object in the previously equipped character's square.

If an Equipment-Object doesn't specify what happens when unequipped, it is assumed to be Unequip (KO).

PART 22: PAST RULES

Over its history, HeroClix has had many game concepts that are no longer created or planned for the future. Not every concept becomes a permanent part of the game. To avoid the rules (and game in general) becoming overstuffed with never-again-used concepts, we officially designate some as "past rules." See the HeroClix Past Rules online at HeroClix.com/rules for the complete text and/or relevant rules for these concepts.

SEQUENCES

IN MOST HEROCLIX GAMES, THE SPECIFIC SEQUENCES BELOW WON'T NEED TO BE REFERENCED, BUT THEY ARE ALL COLLECTED HERE FOR CONVENIENCE.

BEGINNING OF GAME SEQUENCE
1. Reveal forces and establish themed teams
2. Roll for first player
3. Choose map and starting areas
4. Place characters and then objects
5. "Beginning of Game" effects trigger

TURN SEQUENCE
1. Beginning of Turn phase
2. Action phase
3. End of Turn phase
4. Clear phase

MOVE SEQUENCE
1. Effects that trigger "before moving" or "when beginning movement" (or close variations)
2. Choose characters to carry
3. Break away (which if failed ends this sequence)
4. Calculate speed value (if applicable)
5. Move the character
6. Movement ends and move resolves

ATTACK SEQUENCE
1. Determine targets
2. Calculate attack total
3. Determine hits
4. Calculate damage dealt
5. Damage sequence
6. Knock back
7. Attack resolves

DAMAGE SEQUENCE
1. Start with damage dealt
2. Reduce to get damage taken
3. Click damage taken
4. Check for KO

KNOCK BACK SEQUENCE
A character is knocked back X squares (during an attack, X is equal to damage clicked) away from the attacker in a direct path. Place the character one square at a time until one of six things happens (checked in this order):

1. The character has been knocked back equal to the amount of knock back, and hasn't changed elevations (ie, fallen).
2. Another character occupies the next square.
3. Blocking terrain occupies or is just before the next square.
4. The next square would be past the edge of the map.
5. The next square is a higher elevation.
6. The previous square was a higher elevation (you've fallen).

One knock back damage is dealt if you stop for reasons #3-5. If reason #6, two knock back damage is dealt instead.

NECA® www.necaonline.com **COMBAT DIAL SYSTEM**
WIZKIDS

HEROCLIX.COM