



COMPLETE RULES



Indy HeroClix Complete Rules

Welcome to the **Indy HeroClix™** game! **Indy HeroClix** is a fast-playing game of tabletop combat using collectable miniatures of independent comics personalities. Each miniature is called a *figure*. The *figure*, *base*, and *combat dial* together are called a *character*.

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



Check Your Gear

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

Each box of **HeroClix** characters also includes a strip of blank stickers. Write your initials on these and stick one under the base of each of your characters. They'll help you sort out which characters are yours at the end of a game.

HeroClix Characters

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

The Base

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

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

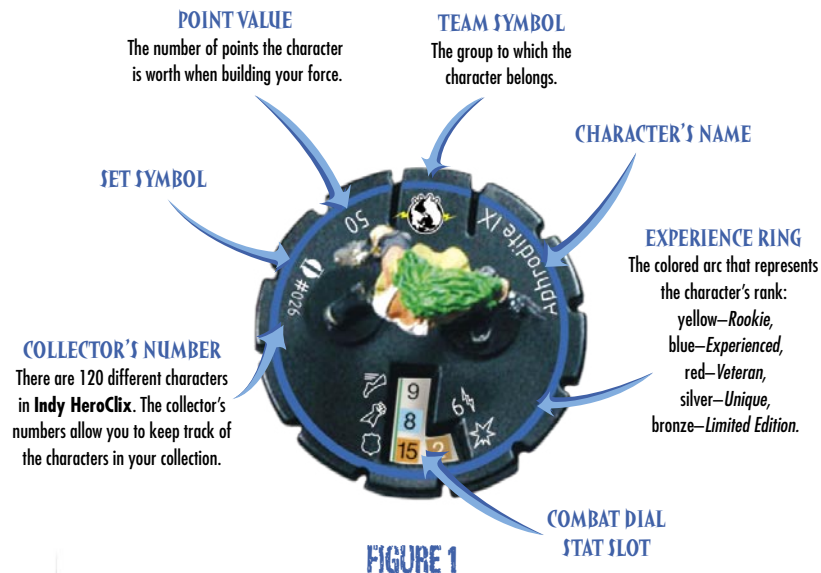


FIGURE 1

The Combat Dial

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

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

COMBAT VALUES

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

SPECIAL SPEED MODES

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

Flying Characters

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

Swimming Characters

A character with a dolphin symbol can swim. *Swimming* characters follow all the normal rules for **HeroClix** characters, except as noted on p. 15 under "**Hindering Terrain.**"



FIGURE 2

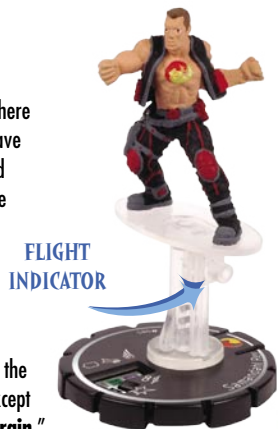


FIGURE 3

PREPARE TO PLAY

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

Build Your Force

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

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

A force can consist of two or more of the same character. The only exception is that only one Unique version of any given character can be chosen for a force. Limited Edition characters are Unique. A Unique character can be teamed up with non-Unique characters with the same name. Two players may have the same characters in their forces, including Uniques, which are identified by the silver or bronze ring around their bases.

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

Example 1: Anita is creating a force with a build total of 100 points. She first takes the Experienced version of Lobster Johnson (53 points) for his *Outwit*, *Stealth*, and *combat* abilities. Next, she chooses the Veteran Saurian Trooper (30 points), because it has *Toughness* and a good range. Anita also selects the Rookie Ashleigh (14 points) for her *Blades/Claws/Fangs*.

Anita adds up the point values of her characters. The total is 97 points (53+30+14). Anita's force could total up to 100 points, so she's within the limit. She could not have chosen characters whose point values exceeded 100 points.



Lobster Johnson



Saurian Trooper



Ashleigh

Example 2: Jeff wants to build a 200-point force. He has multiple Abbey Chase characters and wants to create a team. He begins with a Unique Abbey Chase for 54 points. He has enough points to play a second Unique Abbey Chase, but is not allowed to play a second Unique Abbey Chase. He could play his Unique Samandahl Rey, but instead he chooses to play an Experienced Abbey Chase for an additional 41 points. He has plenty of points left, so he decides to add a Rookie Kabuki for 33 points, a Veteran Arwyn for 42 points, and a Rookie Shi for 30 points. The total is a tidy 200 points (54+41+33+42+30).

Prepare For Battle

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

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

The first player chooses the map where the battle will take place. The map included in the Starter Set gives you two choices: an underground base (*indoors*) and a Japanese garden (*outdoors*).

Once the first player has chosen the map, the player to his or her left chooses the *edge* of the map on which he or she will set up his or her characters. If there are more than two players, continue around the table clockwise until everyone has a different *starting area*, as shown in **Figure 4**. In two-player games, starting areas should always be opposite each other.

Scenarios: Scenarios allow you to play under special circumstances and/or within special storylines. If a scenario is to be used, all players must agree to it before beginning the game. Check out the "Showdown" scenario on p. 20.

Place Objects on the Map

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

Once all players have chosen their starting areas, each player must place three object tokens face down in a single pile off to the side of the map. Starting with the first player, each player takes a token from the pile, looks at it, and places it face-up on the battlefield. Objects must be placed on *clear terrain* (see "Clear Terrain", p. 15) and cannot be placed in any player's starting area. Continue in a clockwise direction until all tokens are placed on the battlefield.

Place Your Characters

When all objects are placed, each player turns the combat dial of each of his or her characters so that a vertical green line appears to the left of the numbers in the stat slot. This green line indicates the character's *starting position*. Choose the starting flight mode—hovering or soaring—for each flying character by moving the flight indicator on each flying character's clear center post up or down (see "Flying", p. 4).

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

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

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



FIGURE 4

Starting areas noted by lighted sections.

Important Game Concepts

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

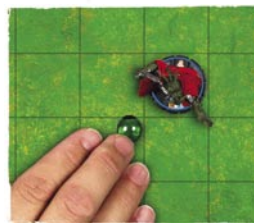


FIGURE 5

Action Tokens

If you give an action (except a *free action*) to one of your characters, mark it with an action token, as shown in **Figure 5**. You can use any small object, such as a coin or bead, as an action token. This token will remind all players which characters have taken actions during a turn. At the end of your turn, remove all tokens from your characters that did not take an action that turn.

Adjacent Squares

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

Characters occupying adjacent squares are considered adjacent to one another, as shown in **Figure 7**. Characters and squares on opposite sides of *blocking terrain* or on different elevations (see "Terrain", p. 14–15) are not considered adjacent. Soaring characters are adjacent only to other soaring characters (see "Flying", p. 4).

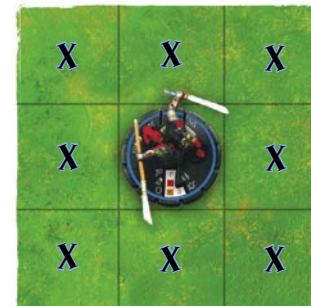


FIGURE 6

Each X indicates an adjacent square.

Archenemies

Some characters have colored bases, rather than the standard black base. Two characters with the same color base are *archenemies*. A character may have more than one archenemy. The following rules apply regarding archenemies:

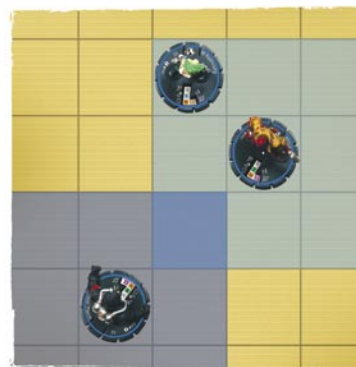


FIGURE 7

Aphrodite IX is adjacent to Hellboy (indicated by green). Major Maxim is not adjacent to either (indicated by gray).

- * You cannot build a force that contains characters that are archenemies of each other.
- * Characters with the same name can be on the same team. They are not archenemies.
- * If a character delivers the *defeating blow* to its archenemy (so that three **KO** symbols appear in the defeated character's stat slot), that character's player receives a bonus at the end of the game, as described in the "Victory!" section on p. 19.

Friendly and Opposing Characters

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

Powers

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

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

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

Pushing

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

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

Rounding

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

Team Abilities

The colored symbol on a character's base indicates the character's team association. Teams have special abilities that their members can use. *Team abilities* are described on the Powers and Abilities Card. In general, a team ability is in effect as long as one member of that team on your force is still on the map, though some team abilities require that more than one member of that team on your force remain on the map. All team abilities are optional. Some characters or versions of characters have no team associations.



FIGURE 8

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

URNS AND ACTIONS

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

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

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

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

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

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

Example: Mike has five characters in his 200-point force. He gets two actions at the beginning of each of his turns. During one of his turns, Mike wants to take a shot at one enemy character and move closer to another one. Mike gives a ranged combat action to Hellboy, and after resolving the attack, he gives a move action to Lobster Johnson. Mike has now given his two actions to two different characters, and his turn is over. Note that he could have given two characters move actions or two characters ranged combat or close combat actions. There is no restriction to the mix of actions that you can give to your characters on any given turn.

Free Actions

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

Movement

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

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

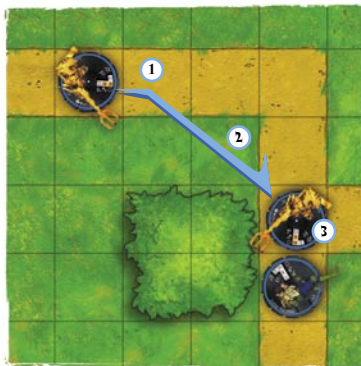


FIGURE 9

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

Flying

Flying characters have two flight modes: hovering and soaring.

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

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

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



Soaring

FIGURE 11



Hovering

BREAKING AWAY

If a character occupying a square adjacent to one or more opposing characters moves as a result of being given a move or power action, that character must attempt to *break away*, as shown in **Figure 10**. Roll one six-sided die. On a result of 1–3, the character fails to break away, may not move, and the character's action is over. On a result of 4–6, the character has succeeded in breaking away from all opposing characters adjacent to that character and may move.

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



FIGURE 10

The roll to allow **Sydney Savage** to break away was successful, so **Sydney** may move in any direction.

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

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

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

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

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

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

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

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

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

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

Combat

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

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

The Attack Roll

To determine the success or failure of an attack, the attacking player makes an attack roll. Roll two six-sided dice and add the result to the attacker's attack value. If the result is equal to or greater than the defense value of the target, the attack succeeds. Certain powers or game *modifiers* may alter attack and defense values.

Damage

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

Targeting Friendly Characters

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

Defeating Characters

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

Rolling 2 and 12

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

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

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

Knockback

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

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

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

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

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

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

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



FIGURE 12

Alex rolled double 5s on a successful attack roll. **Kabuki** is hit by **Wulf Sternhammer** and takes 4 damage. **Kabuki** is knocked back 2 squares, and then slams into the wall and is dealt 1 knockback damage.

Healing and Other Repairing Abilities

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

CLOSE COMBAT

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

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

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

RANGED COMBAT

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

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

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

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

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

You may use a ranged combat action to target an opposing character that is adjacent to a friendly character, as shown in **Figure 13**.

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



FIGURE 13

Witchblade can attack **Stix**, even though **Arwyn**, who is a friendly character to **Witchblade**, is adjacent to **Stix**.

Soaring: Soaring characters may attack only other soaring characters. A soaring character may not make a ranged attack against a hovering or ground-based character. A hovering or ground-based character can, however, make a ranged combat attack against a soaring character, as shown in **Figure 14**. Reduce the hovering or ground-based attacker's range by half. Soaring characters can be targeted using powers such as Perplex, Probability Control, and Outwit. Reduce the hovering or ground-based attacker's range by half.



FIGURE 14

Even though **Samandhal Rey** is soaring, **Arwyn** is close enough to make a ranged attack. She could also attack **Abbey Chase**.

Multiple Ranged Combat Targets

All characters show one, two, or three lightning bolt symbols beside their range value. The number of lightning bolts is the number of different targets your character may target with a single ranged combat action.

A character may not target the same character more than once during a ranged combat action.

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

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

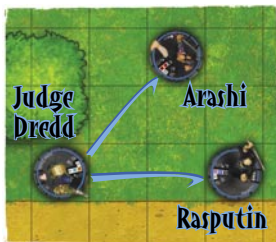


FIGURE 15

When your character is attempting to affect more than one target with a ranged combat action, you make only one attack roll; compare this attack roll result to every target's defense value, as shown in **Figure 15**. Some targets with low defense values might be affected, while others with high defense values might not be affected. Whenever you target multiple opposing characters with a single ranged combat attack, divide the attacker's damage value any way you choose among the successfully hit targets.

Example: Jason gives a ranged combat action to the Veteran version of Judge Dredd. Dredd has two lightning bolt symbols next to his range value. Jason chooses two opposing characters within Dredd's range. Jason can draw a clear line of fire to each of the two targets.

Judge Dredd has an attack value of 11. Jason rolls two six-sided dice, with a result of 4. The attack roll is $15 (11 + 4 = 15)$. Jason compares his 15 to the defense values of the two targets: One is the Veteran version of Rasputin, with defense 16, and the other is the Rookie version of Arashi, with defense 14. Judge Dredd misses Rasputin, but hits Arashi for 2 damage.

TERRAIN

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

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

Clear Terrain

Clear terrain is defined as open space with no obstructions, such as a rooftop, park, or an empty street. Characters can move and fire through clear terrain with no penalty to their speed or attack values.

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

Climbing up or down a ladder reduces a climbing character's speed value by 1.

Hindering Terrain

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

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

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

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

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

Blocking Terrain

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

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

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

Blocking terrain is reduced to hindering terrain if destroyed. Place broken wall terrain markers in the squares on both sides of the destroyed blocking terrain as shown in **Figure 16**.



FIGURE 16



Broken Wall
Terrain Marker

Elevated Terrain

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

Elevated terrain cannot be destroyed.

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

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

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

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

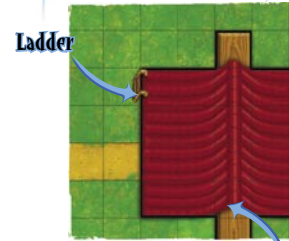
Characters that are in adjacent squares but at different elevations cannot make close combat attacks against each other, but may target each other with ranged combat attacks, as shown in **Figure 17**.



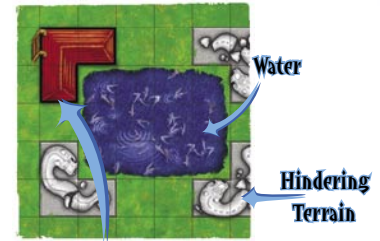
FIGURE 17

Even though they are adjacent to each other, **Tomoe** cannot attack the **Saurian Trooper** because the **Saurian Trooper** is on elevated terrain. The **Saurian Trooper** can attack **Tomoe** using a ranged attack.

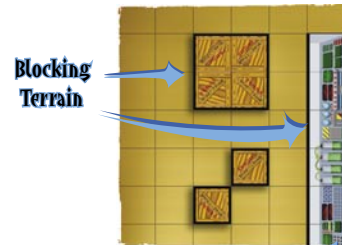
TYPES OF TERRAIN



Elevated Terrain

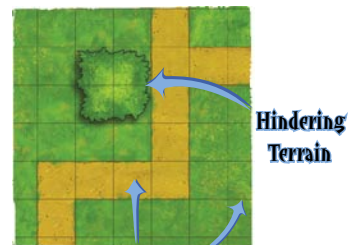


Blocking Terrain (Outdoor)



Blocking Terrain

Hindering Terrain (Indoor)



Hindering Terrain

Clear Terrain

OBJECTS

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

Objects can be destroyed using the rules for destroying blocking terrain (see “**Blocking Terrain**,” p. 15.) A character in the same square as an object doesn’t take damage from the attack that destroys the object.

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

MAP NOTES

INDOOR MAP

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

Some maps combine indoor and outdoor terrain.

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

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

OUTDOOR MAP

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



Objects and Super Strength

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

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

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

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

CLOSE COMBAT

A character that is given a close combat action, or that is making a close combat attack and that is also holding an object, must use the object in its attack, as shown in **Figure 18**. On a successful attack, a light object increases the character's damage dealt by 1; a heavy object increases the character's damage dealt by 2.

RANGED COMBAT

A character with Super Strength can throw an object at an opposing character, as shown in **Figure 19**. To throw an object, give the character a ranged combat action, even if its range value is 0. A light object can be thrown 6 squares, and the target of a successful attack is dealt 2 damage. A heavy object can be thrown 4 squares, and the target of a successful attack is dealt 3 damage.

Objects and Telekinesis

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



FIGURE 19

Major Maxim may make a ranged attack using the motorcycle against Torquemada.

MOVING AN OBJECT

To move an object, give the character a power action. Move the object up to 10 squares in any direction and place it in a square containing clear or hindering terrain, as shown in **Figure 20**. The character moving the object must have a clear line of fire to the target square just as if it were making a ranged combat attack. The object being moved doesn't block line of fire.

ATTACKING WITH AN OBJECT

To use an object as a weapon (shown in **Figure 21**), give the character a power action. The character can target an adjacent opposing character, an opposing character up to 10 squares away, or an opposing soaring character up to 5 squares away. The attacker must have a clear line of fire to the target as if it were making a ranged



FIGURE 18

Major Maxim uses Super Strength to pick up a motorcycle and attack Torquemada with it.

combat attack. The object being used as a weapon does not block the attacker's line of fire.

Range is counted from the object, not the attacker.

The damage value of the attack is based on the type of object. The target of a successful attack using a light object is dealt 2 damage, and the target of a successful attack using a heavy object is dealt 3 damage. An object is destroyed once it is used in an attack, even if the attack is unsuccessful. Remove a “destroyed” object token from play.

IS THIS THE END FOR OUR HERO?

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

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

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

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

VICTORY!

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

- * Every opposing character that you defeat during the game is worth a number of victory points to you equal to its point value. These points are scored during the game as characters are defeated.
- * If a character delivers the defeating blow to its archenemy (three **KO** symbols appear in the stat slot), that character's player receives double the victory points for that archenemy.
- * Every friendly character that started the game on the battlefield and remained there until the end of the game is worth a number of victory points to you equal to its point value.

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

If there is a tie in the victory point totals of two or more players, the winner is the player who built his or her force with the least build total. If no figures are KO'd, the winner is the player who built his or her force



FIGURE 20

Samandhal Rey can move the motorcycle up to 10 squares in any direction.



FIGURE 21

Samandhal Rey uses Telekinesis to attack Shi with the motorcycle.

with the fewest number of points.

If playing a scenario, use the victory conditions of the scenario to determine the winner.

After the game, all players retrieve their characters.

HEROCLIX ETIQUETTE

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

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

SCENARIO

Showdown

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

VICTORY

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

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

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

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

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



GLOSSARY

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

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

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

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

archenemy: Characters that have the same nonblack-colored base. The player whose character KO's its archenemy receives twice the KO'd character's point value as victory points. Archenemies may not be on the same force.

attack: A close combat or ranged combat action that includes a roll of the dice to determine whether or not one character hits another.

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

attacker: The character initiating an attack.

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

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

battle map: The illustrated paper upon which a HeroClix game is played.

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

break away: To move away from adjacent opposing characters.

build total: The number of points with which you have to construct your force for a game.

cancel: Turning off one of your character's optional powers.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

defeating blow: The attack that KO's a character.

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

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

edge: The four ends of a battle map.

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

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

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

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

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

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

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

force: The team of characters controlled by a player.

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

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

grounded: A character that is not soaring.

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

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

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

hit: A successful attack.

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

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

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

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

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

KO'd: Knocked out. A character with three **KO** symbols showing on its combat dial should be removed from play.

line of fire: The path a ranged combat attack takes from an attacker to a target.

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

modifier: A number that alters (increase or decreases) in some way a combat value, damage dealt, or damage taken.

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

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

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

opposing characters: Characters that are controlled by an opponent.

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

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

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

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

push/pushed: Being given a second action or action token, whether due to the character being assigned a second action before its first action token is removed, or due to the Incapacitate power, or a combination of the two.

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

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

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

ranged combat attack: The result of giving a character a ranged combat action. An attacker may make a ranged combat attack only against a character that is up to this character's range value in squares away.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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



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WIZKIDS

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