Heroclix FAQ

HeroClix Rulings and Clarifications

- These document updates are tournament legal November 1, 2003.
- All notes in this document refer to the most recent update of the HeroClix rules and PAC, included in the Indy HeroClix release.
- Forums: Any ruling made by the official rules arbitrator on a WizKids
  HeroClix
  forum is an official ruling. The ruling is tournament legal only when the FAQ is published on WizKids' website. The FAQ will be labeled with the date it becomes tournament legal.

Rulebook Corrections
- Add the following to the fifth paragraph under Turns and Actions, page 9: "You do not have to use all of your actions in a turn. At the end of any turn in which a character did not receive an action token, remove all action tokens from that character."
- Add the following to the Glossary, page 25: "team: A character with a Team Affiliation, or group of characters with the same Team Affiliation."
- Change the following to the "team abilities" Glossary entry on page 25: "Team abilities may not be lost or countered." (Removes `cancelled,' making team abilities optional as stated on page 8.)

Powers and Abilities Card Corrections
- Under the Damage ability Outwit, add the following: "This power may not be used during another action."
- Under the Damage ability Perplex, add the following: "This power may not be used during another action."
- Under the Speed ability Force Blast, change the following: "This attack deals no damage." (Changes Force Blast from a 0 damage attack to no damage).

Rules Clarifications

3D Objects
- 3D objects from Adventure Kits are legal unless otherwise specified by the Judge running the event.
- When using 3D objects, choose the object tokens normally. Once the object tokens have been flipped face-up, each player may replace the object tokens before placement with a 3D object of the same type, light or heavy.

Actions
- When giving a character a power action, you cannot use that power action for two different effects. For example, you cannot give a character a power action to activate Charge and combine that action with a power action to activate Close Combat Expert.

Archenemies
- If two characters have the same name, they are not arch-enemies, even if they have arch-enemy bases (an outer ring color other than black).

Blocking Terrain
- Diagonally adjacent squares that contain blocking terrain are considered continuous blocking terrain. Lines of fire that pass through the diagonal are blocked by the blocking terrain.
- All walls are assumed to stop exactly at the edges of squares. Even if it looks like a wall "sticks out" into a doorway, it doesn't, and thus diagonal attacks can pass through without being blocked.
- If characters with Leap/Climb or Flying end movement in outdoor blocking terrain, lines of fire to or from those characters are not blocked by blocking terrain in that square. All other squares of terrain affect lines of fire normally.
- If a character is adjacent to blocking terrain, a line of fire drawn through the diagonal between the terrain and the character is blocked.

Break Away
- Attempting to break away and failing is still considered a move action and ends that character's action. Team abilities that allow characters to make move actions without counting towards your total allotment of actions may still be used when failing to break away. You may not pick up an object if you fail to break away.

Building Your Force
- Unique versions of characters (page 5 of the rulebook) are determined by the collector's number and set symbol on the figure's base.

Bystander Tokens
- Bystander tokens are considered non-unique characters and may be played following standard character rules. Bystander tokens have one "click" of life; they are KOd if dealt 1 or more damage.

Choosing Sides
- In a two-player game, players are required to choose opposite starting areas in which they set up their characters.

Compatibility
- All HeroClix game lines are compatible with all other HeroClix game lines. HeroClix is a single game system with a single set of rules.

Elevated Terrain
- A character cannot "jump off" of elevated terrain, unless that character has Leap/Climb, Phasing, or Flying.

Flying Characters
- Hovering characters ignore other characters only during movement; they do not have to stop when moving into a square adjacent to an opposing character. They do, however, have to break away when beginning their movement in a square adjacent to an opposing character, and must break away before picking up another friendly character. Hovering characters must break away, if applicable, in order to soar as well.

- Flight is not a Power, and therefore cannot be countered by Outwit or ignored by Pulse Wave.

Hindering Terrain
- Diagonally adjacent squares that contain hindering terrain are considered continuous hindering terrain. Lines of fire that pass through the diagonal still pass through hindering terrain.
- When a character moves through the corner between two diagonally adjacent squares of hindering terrain, it ends its move after crossing the corner. If the movement ends in clear terrain, it may move without penalty the next turn.
- Terrain in a square remains the same type through an action; if it suddenly changes (such as becoming hindering terrain halfway through a Hypersonic Speed action), it is still considered of the original type until the character moves out of it or the action ends.

Knockback
- Treat all map edges as indestructible walls. Characters that suffer knockback that would take them "off" the map instead hit this "wall" and are dealt 1 damage.
- If an attack with multiple targets causes knockback, start the knockback effects with the character farthest from the attacker.
- If a ranged attack causes knockback along a line that is not straight vertical, horizontal, or diagonal, the attacker can choose a straight vertical, horizontal, or diagonal line for the character affected by knockback.
- If a character is knocked off elevated terrain, and other characters occupy all grounded squares, it stops before falling and takes 1 click of damage, as though it hit a wall.
- Damage dealt from knockback and damage dealt from an attack are considered separate sources of damage for powers such as Toughness, Invulnerability, and Impervious. For example: Character A, with Invulnerability, is dealt 4 damage from an attack. Character A's attacker rolled doubles. Character A's Invulnerability reduces that damage dealt by 2, to a total of 2. Character A clicks its dial twice, and its Invulnerability is replaced with Toughness. Character A is knocked back 2 squares, causing Character A to fall off elevated terrain. Character A is dealt 2 damage from the fall, but Character A's Toughness reduces this damage dealt to 1. After falling, Character A clicks its dial once.

Multiple-Target Ranged Combat Attacks
- Characters with a damage value of 0 must have that their damage dealt increased or roll a critical hit in order to deal damage in a multiple-target ranged combat attack.
- When assigning damage, you must use whole numbers greater than or equal to zero.

Objects
- Each player must place three object tokens on the map during setup.
- If an opposing character occupies the same square as an object, but is not carrying that object, the object can still be affected normally by Super Strength, Telekinesis, and can still be the target of an attack.
- When an object is destroyed, replace that object with a rubble marker indicating hindering terrain.
- When holding an object, a character cannot make a close combat attack without using that object.
- If a character holding an object is captured, the character drops the object in the square in which it was captured.
- It is possible for objects to exist on top of other objects. The objects remain separate objects.

Promotional Characters
- Characters with "Promotional" on their base are not permitted in tournament play.

Proxy Characters
- Proxy characters are not permitted in tournament play.

Soaring
- Ranged attacks between two soaring characters are not affected by grounded terrain or grounded figures. A soaring character may make a ranged combat attack against an adjacent soaring character.

Targeting Friendly Characters
- Powers which inflict 0 damage (such as Incapacitate) or No Damage (such as Force Blast) may not target a friendly character. Support specifically targets a friendly figure, regardless of the potential to inflict damage through a critical miss.

Ties
- In rare cases, a match results in a tie. Determine the winner by rolling one six-sided die; the player who rolls the highest, wins.

Powers and Abilities Card Clarifications

Barrier
- A clear line of fire is required for the first square in which you create a Barrier token.
- A soaring character may use Barrier as its full range value.
- Blocking terrain created with the Barrier power follows the same rules for movement, line of fire, and combat for blocking terrain on page 15 and in this document. Exception: characters with the Leap/Climb power cannot end their moves on top of blocking terrain created with the Barrier power.
- Characters with 0 range and the Barrier power must create a Barrier adjacent to themselves. Barriers may not be placed in any square a character occupies.

Blades / Claws / Fangs
- Characters with Blades/Claws/Fangs may destroy a wall if they deal 3 or more points of damage.

Charge
- Characters using Charge still follow standard rules of movement, including break away and the ability to carry other characters. However, a carried character must be dropped before the Charging character uses the Free Action portion of Charge to attack.
- A character using Charge may attack after picking up an object.
- A Charge out of hindering terrain works at one-fourth the character's initial speed. First, the

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character's move is halved (provided it does not have any powers or abilities that allow it to ignore the effects of hindering terrain on movement) because it begins its move in hindering terrain. Then the move is halved again if the character chooses to use Charge.
- A character using Charge with Super Strength cannot pick up an object as it moves into a square adjacent to an opposing character, unless the Charging character has another power or ability that allows it to ignore the effects of other opposing characters on movement.
- A character may turn off its Charge ability to intentionally take knockback.

Defend
- Defend may work with more than two characters, as outlined below: ABC: "A" has Defend; its defense is 18. "B" does not have Defend; its defense is 17. "C" does not have Defend; its defense is 15. "A" can share its defense with "B," making "B's" defense 18. "B" can share its defense, now 18, with "C," making "C's" defense 18 as well. Perplex may be used with the transitive property of Defend.

Energy Explosion
- An attack using Energy Explosion cannot target objects. It does not affect objects or terrain.
- All characters that take damage from an Energy Explosion attack suffer knock back (if applicable), except the figure using the power. These characters must all move away from the character that used the power, starting with those farthest from the attacker.
- Energy Explosion may be used with multiple targets. When used in this way, damage dealt is not divided among targets; instead, each target successfully hit is dealt 1 damage. Powers that increase damage dealt, such as Enhancement, increase total damage dealt to a character, even if that character was successfully hit by multiple instances of indirect Energy Explosion damage from a multiple-target Energy Explosion attack. For example: ABC A character with Energy Explosion targets characters A and C with a multiple-target Energy Explosion attack, and an adjacent friendly figure uses Enhancement to increase damage dealt from this attack by 1. The attack roll which hits characters A and C, and is higher than character B's defense value as well. Characters A and C are dealt a total of 2 damage (1 for energy Explosion, plus 1 for Enhancement). Character B is dealt a total of 3 damage (1 for each successful indirect hit for a total of 2, plus 1 for Enhancement).

Enhancement
- Enhancement may be used to increase damage dealt to Objects and walls in a ranged combat attack.
- A character may not use Enhancement more than once on a given Ranged Combat Attack. Multiple characters may use Enhancement on the same Ranged Combat Attack.
- If Enhancement is used with a multiple-target attack, the damage dealt is increased by 1 for each target successfully hit.

Flurry
- Although using this power counts as one action, each attack action is separate and must be declared and resolved one at a time. This means a target may be KOd or knocked out of range after the first attack. During these attack actions, a character may use any powers normally allowed during a close combat attack action, including Blades / Claws / Fangs.
- When attempting to destroy terrain, a character using Flurry must still deal a minimum of 3 damage using one attack.
- If a character using Flurry critically misses on the first attack, resolution of the attack includes applying damage from critical miss. If this damage causes the attacker to lose Flurry, then the second attack may not be made.

Hypersonic Speed
- When using option 1 (the move action option) of Hypersonic Speed, team abilities that allow characters to move without using one of your total allotment of actions may be used as well. If carrying a figure while using option 1, you must set that character down at the end of your movement.
- When using option 2 (the power action option) of Hypersonic Speed, a character wielding an object adds that object's damage bonus to the total damage dealt at the end of the attack.
- A Hypersonic Speed attack that would result in knockback against a target with Charge, or a character that is not affected by knockback, does not end the Hypersonic Speed attack. See also Charge.
- To end a Hypersonic Speed power action attack using knockback, a minimum of 1 damage must be taken (resulting in a minimum knockback of 1).
- Powers and abilities that allow characters to evade attacks, such as Super Senses, must be rolled after the character using the power action option of Hypersonic Speed ends the attack as described on the PAC.
- A character using the move option of Hypersonic Speed may attack after picking up an object.
- Characters using the power action attack option of Hypersonic Speed may destroy a wall section if they roll three consecutive non-critical misses against the wall section.

Mastermind
- If knockback occurs, and the damage is dealt to another character, that character would take the both the damage and the knockback.
- If a character is KOd by damage dealt through the Mastermind power, it is considered to have been KOd by the character that made the attack.
- When a character with Mastermind deals damage to a friendly adjacent figure, that damage is not considered an attack, and powers and team abilities that require a character be hit or dealt damage "by an attack" or "from an attack" do not function against damage dealt through Mastermind.

Mind Control
- The Free Action given with Mind Control may be used for a Power Action, a Combat Action, a Move Action, or another Free Action. Using Free Actions such as Outwit with the Free Action given by Mind Control ends the Mind Control action.
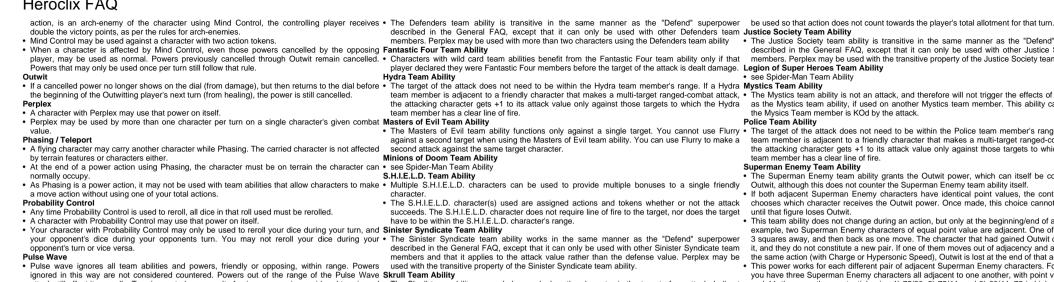- If a character affected by Mind Control KOs another character, or is KOd itself, the controlling player receives the victory points. If the KOd character, including the target of the Mind Control

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action, is an arch-enemy of the character using Mind Control, the controlling player receives double the victory points, as per the rules for arch-enemies.

- Mind Control may be used against a character with two action tokens.
- When a character is affected by Mind Control, even those powers cancelled by the opposing player, may be used as normal. Powers previously cancelled through Outwit remain cancelled. Powers that may only be used once per turn still follow that rule.

Outwit
- If a cancelled power no longer shows on the dial (from damage), but then returns to the dial before the beginning of the Outwitting player's next turn (from healing), the power is still cancelled.

Perplex
- A character with Perplex may use that power on itself.
- Perplex may be used by more than one character per turn on a single character's given combat value.

Phasing / Teleport
- A flying character may carry another character while Phasing. The carried character is not affected by terrain features or characters either.
- At the end of a power action using Phasing, the character must be on terrain the character can normally occupy.
- As Phasing is a power action, it may not be used with team abilities that allow characters to make a move action without using one of your total actions.

Probability Control
- Any time Probability Control is used to reroll, all dice in that roll used must be rerolled.
- A character with Probability Control may use that power on itself.
- Your character with Probability Control may only be used to reroll your dice during your turn, and your opponent's dice during your opponents turn. You may not reroll your dice during your opponent's turn or vice versa.

Pulse Wave
- Pulse wave ignores all team abilities and powers, friendly or opposing, within range. Powers ignored in this way are not considered countered. Powers out of the range of the Pulse Wave attack still affect it normally. Terrain created as a result of using a power is considered terrain and affects Pulse Wave normally. If a character using Perplex or Outwit is within range of the Pulse Wave attack, that power is considered "in range" and is ignored during this attack.

Running Shot
- Characters using Running Shot still follow standard rules of movement, including break away and the ability to carry other figures. However, a carried figure must be dropped before the character using Running Shot uses the Free Action portion of Running Shot to attack.
- A character using Running Shot may attack after picking up an object.
- A Running Shot out of hindering terrain works at one-fourth the character's initial speed. First, the character's move is halved (provided it does not have any powers or abilities that allow it to ignore the effects of hindering terrain on movement) because it begins its move in hindering terrain. Then the move is halved again if the character chooses to use Running Shot.
- A character using Running Shot with Super Strength cannot pick up an object as it moves into a square adjacent to an opposing character, unless the Running character has another power or ability that allows it to ignore the effects of other opposing characters on movement.

Smoke Cloud
- A clear line of fire required for the first square in which you create a Smoke Cloud token.
- A soaring character may use Smoke Cloud at its full range value.
- Hindering terrain created with the Smoke Cloud power follows the same rules for movement, line of fire, and combat for hindering terrain on page 15 and in this document.

Stealth
- An elevated character can see "over" hindering terrain, and thus can draw a clear line of fire to a non-elevated character with Stealth, unless the character with Stealth occupies a square with hindering terrain.

Super Senses
- Characters use Super Senses after the successful attack roll, but before attackers roll for damage.

Telekinesis
- Characters moved with Telekinesis do not suffer damage from hitting terrain (you cannot slam a character into a wall or hurl them off a building with Telekinesis).
- A character may use Telekinesis to move a character holding an object.
- When a character uses Telekinesis to make an attack with an object or move an object or figure, the object or figure being moved does not block the character's line of fire. A character may therefore use Telekinesis to attack a stealthed character, using the object in the stealthed character's square.

Marvel HeroClix Rulings & Clarifications

Character Corrections
- Pyro #092-93, Infinity Challenge: These characters are members of the Brotherhood (not the Masters of Evil, as indicated). This error has been corrected in production, and many of the characters are now labeled correctly.
- Rogue #121, Infinity Challenge: She does not fly. Ignore the flight base on this character.
- Invisible Girl #043, Clobberin' Time: She does not fly. Ignore the flight base on this character.
- Dr. Doom #075, Clobberin' Time:He should have two lightning bolt symbols on his base, not one.

The Brotherhood Team Ability
- If this character is given a move action and fails a break away roll, the Brotherhood ability may be used so that action does not count towards the player's total allotment for that turn.

Defenders Team Ability

- The Defenders team ability is transitive in the same manner as the "Defend" superpower described in the General FAQ, except that it can only be used with other Defenders team members. Perplex may be used with more than two characters using the Defenders team ability

Fantastic Four Team Ability
- Characters with wild card team abilities benefit from the Fantastic Four team ability only if that player declared they were Fantastic Four members before the target of the attack is dealt damage.

Hydra Team Ability
- The target of the attack does not need to be within the Hydra team member's range. If a Hydra team member is adjacent to a friendly character that makes a multi-target ranged-combat attack, the attacking character gets +1 to its attack value only against those targets to which the Hydra team member has a clear line of fire.

Masters of Evil Team Ability
- The Masters of Evil team ability functions only against a single target. You cannot use Flurry against a second target when using the Masters of Evil team ability. You can use Flurry to make a second attack against the same target character.

Minions of Doom Team Ability
- see Spider-Man Team Ability

S.H.I.E.L.D. Team Ability
- Multiple S.H.I.E.L.D. characters can be used to provide multiple bonuses to a single friendly character.
- The S.H.I.E.L.D. character(s) used are assigned actions and tokens whether or not the attack succeeds. The S.H.I.E.L.D. character does not require line of fire to the target, nor does the target have to be within the S.H.I.E.L.D. character's range.

Sinister Syndicate Team Ability
- The Sinister Syndicate team ability works in the same manner as the "Defend" superpower described in the General FAQ, except that it can only be used with other Sinister Syndicate team members and that it applies to the attack value rather than the defense value. Perplex may be used with the transitive property of the Sinister Syndicate team ability.

Skrull Team Ability
- The Skrull team ability may only be used when the character is the target of an attack. Indirect damage from Energy Explosion, damage dealt by Mastermind, Poison, and damage dealt by Pulse Wave do not require targets.
- Even though "the attack must choose another target or take a different action with that character," the character cannot take back any portion of the action (such as the movement in a Charge power action) made before the attack action.

Spider-Man Team Ability
- When using another team's ability, a "wild card" team member is considered part of that team for team ability purposes only; for everything else, it is a member of the team printed on its base.
- A "wild card" character can use only one team ability per action. If an opponent declares an action that cannot then be made (say, by your character copying a team ability that would prevent that character from being a target), your opponent must declare a different action. This is treated as a separate action, and the character can choose to copy a different team ability.

X-Men Team Ability
- In order for a character to use the X-Men team ability, a click of damage must be exchanged from one X-Man to another; you cannot deal 1 click of damage without also healing one click of damage.

DC HeroClix Rulings & Clarifications

Character Corrections
- Man-Bat #40, Hypertime:This character does not fly; it has Leap/Climb. Ignore the flight base on this character.
- Riddler #43-45, Hypertime: Some early printings of this character do not have Shape Change, Barrier, or Support; it had Mastermind and Perplex. Wherever Shape Change or Barrier appear on this character's dial, substitute Mastermind. Wherever Support appears, substitute Perplex.
- Dove #88, Hypertime:This character does not fly; it has Leap/Climb (but not on the first click). Ignore the flight base on this character.
- Easy Soldier #3, Cosmic Justice:This character has Energy Explosion on its first click.
- Easy Medic #4, Cosmic Justice:This character has Support on its first two clicks.

Batman Ally Team Ability
- An elevated character can fire "over" hindering terrain, and thus can make a Ranged Combat attack against a non-elevated character with the Batman Ally team ability unless the character with the Batman Ally team ability occupies a square with hindering terrain.

Batman Enemy Team Ability
- The Batman Enemy team ability works in the same manner as the "Defend" superpower described in the General FAQ, except that it can only be used with other Batman Enemy team members and it applies to attack value rather than defense value. Perplex may be used with more than two characters using the Batman Enemy team ability.

Green Lantern Corps Team Ability
- The Green Lantern Corps team ability functions as per the rules for carrying characters, only with more potential "passengers."

Injustice League Team Ability
- The Injustice League team ability functions only against a single target. You cannot use Flurry against a second target when using the Injustice League team ability. You can use Flurry to make a second attack against the same target character.

Justice League Team Ability
- If this character is given a move action and fails a break away roll, the Justice League ability may be used so that action does not count towards the player's total allotment for that turn.

Justice Society Team Ability
- The Justice Society team ability is transitive in the same manner as the "Defend" superpower described in the General FAQ, except that it can only be used with other Justice Society team members. Perplex may be used with the transitive property of the Justice Society team ability.

Legion of Super Heroes Team Ability
- see Spider-Man Team Ability

Mystics Team Ability
- The Mystics team ability is not an attack, and therefore will not trigger the effects of attacks such as the Mystics team ability, if used on another Mystics team member. This ability can be used if the Mysics Team member is KOd by the attack.

Police Team Ability
- The target of the attack does not need to be within the Police team member's range. If a Police team member is adjacent to a friendly character that makes a multi-target ranged-combat attack, the attacking character gets +1 to its attack value only against those targets to which the Police team member has a clear line of fire.

Superman Enemy Team Ability
- The Superman Enemy team ability grants the Outwit power, which can itself be countered with Outwit, although this does not counter the Superman Enemy team ability itself.
- If both adjacent Superman Enemy characters have identical point values, the controlling player chooses which character receives the Outwit power. Once made, this choice cannot be changed until that figure loses Outwit.
- This team ability does not change during an action, but only at the beginning/end of an action. For example, two Superman Enemy characters of equal point value are adjacent. One of them moves 3 squares away, and then back as one move. The character that had gained Outwit does not lose it, and they do not constitute a new pair. If one of them moves out of adjacency and attacks during the same action (with Charge or Hypersonic Speed), Outwit is lost at the end of that action.
- This power works for each different pair of adjacent Superman Enemy characters. For example, if you have three Superman Enemy characters all adjacent to one another, with point values 75, 60, and 44, there are three potential pairs: 1) 75/60, 2) 75/44, and 3) 60/44. 75 is higher than 60, so 75 gets Outwit. 75 is higher than 44, but 75 already has Outwit--it cannot get it again. 60 is higher than 44, so 60 gets Outwit.

Titans Team Ability
- In order for a character to use the Titans team ability, a click of damage must be exchanged from one Titan to another; you cannot deal 1 click of damage without also healing 1 click of damage.

Indy HeroClix Rulings & Clarifications

2000 AD Team Ability
- Designating a single character for this team ability means the 2000 AD team ability applies only to that single character, even if more than one of that character is in play.

CrossGen Team Ability
- The CrossGen team ability is not an attack, and therefore will not trigger the effects of attacks such as the CrossGen team ability, if used on another Crossgen team member. This ability can be used if the CrossGen Team member is KOd by the attack.

Crusade Team Ability
- The "Crusade" attack does not have to be successful to generate Knockback. Additionally, the target is knocked back a number of squares equal to the attacker's damage value, not the actual damage dealt.

Danger Girl Team Ability
- The Danger Girl team ability may only be used when the character is the target of an attack. Indirect damage from Energy Explosion, damage dealt by Mastermind, Poison, and damage dealt by Pulse Wave do not require targets.
- Even though "the attack must choose another target or take a different action with that character," the character cannot take back any portion of the action (such as the move action in a Charge attack) made before the attack action.

BPRD Team Ability
- see Spider-Man Team Ability

Kabuki Team Ability
- An elevated character can fire "over" hindering terrain, and thus can make a Ranged Combat attack against a non-elevated character with the Kabuki team ability unless the character with the Kabuki team ability occupies a square with hindering terrain.

Top Cow Team Ability
- If this character is given a move action and fails a break away roll, the Top Cow ability may be used so that action does not count towards the player's total allotment for that turn.