



# Heroclix FAQ

- may assign an action to the second, and so on.
- 4. The mind-controlled figure is considered a friendly figure to Player 1's force during the assigned action. As soon the assigned action is finished the figure is no longer considered friendly to Player 1's force. Note: This allows the mind-controlled figures to attack each other during Player 1's action.
- 5. Player 1 totals the number of points-worth of characters on which he's successfully used Mind Control during his action and gives his mind-controller 1 click of damage for each full 100 points of characters controlled (e.g. Player 1 mind controls R Thor and U Super Skrull. They total (109 + 127) 236 points, so Player 1's mind controller takes 2 clicks of damage.)
- 6. All other Mind Control rules are as normal.

## Outwit

- The second sentence of the Outwit power now reads "Once during your turn, this character may "turn off" a power on a target opposing character; treat the target as if it does not have the cancelled power."
- If a figure loses or "turns off" Outwit for any reason, any power currently being "Outwitted" is immediately reactivated.
- Outwit does not require an action. Outwit can be used if the figure has 0, 1, or 2 action tokens, and can be used even after the figure has been given an action for the turn.
- Outwit requires a clear line of fire. It is not, however, a ranged attack action and therefore is not subject to restrictions specific to ranged attacks. Exception: When used against a soaring figure, Outwit is subject to the same half-range reduction as a ranged attack (see DC rules, p. 15).
- A figure with Outwit cannot cancel any powers of a figure that is in hindering terrain and that has Stealth. Outwit requires a clear line of fire, and the Stealth power states that "any line of fire drawn to this character that crosses hindering terrain, including the square that this character occupies, is treated as though it crosses blocking terrain." Because a clear line of fire cannot be drawn to a Stealth figure that is in hindering terrain, that figure's Stealth cannot be Outwitted.
- Outwit cannot be used in the middle of an action.
- Outwit cannot turn off Team Abilities.
- Barriers cannot be Outwitted, but the ability to make them can be.

## Perplex

- Perplex does not require an action. Perplex can be used if the figure has 0, 1, or 2 action tokens, and can be used even after the figure has been given an action for the turn.
- Perplex requires a clear line of fire. It is not, however, a ranged-attack action (or a close combat action!) and therefore is not subject to restrictions specific to ranged attacks. Exception: When used against a Soaring figure, Perplex is subject to the same half-range reduction as a ranged attack (see DC rules, p. 15).
- A figure with Perplex may use that power on itself.
- Perplex must be used either before or after another action. You cannot use Perplex in the middle of another action.
- Perplex can be stacked.
- Perplex can affect range, attack, defense, speed, and damage values. It cannot affect the number of lightning bolts a character has.

## Phasing

- A flying character with Phasing can carry a friendly figure while phasing. For the purposes of this move, both figures are considered to be Phasing.
- Phasing works only for the duration of a figure's move. The figure must be in a legal position at the end of the move.
- Phasing characters may change elevation during their movements with no additional cost to movement.
- A phasing character does not need to move his/her entire allotted movement.
- A phasing character does not need to move his/her entire movement in a straight line.

## Plasticity

- If a figure with Plasticity is attempting to break away from another figure with Plasticity, treat it as a normal break away roll (fails on a 1, 2, or 3; succeeds on a 4, 5, or 6).

## Psychic Blast

- Psychic Blast attacks ignore the effects of Impervious.

## Probability Control

- Probability Control allows you to reroll (or force the reroll of) "a dice roll." "A dice roll" can consist of either one or two dice. You must reroll the entire roll--if you rolled two dice the first time, you must roll two the second time.
- Probability Control requires a clear line of fire. It is not, however, a ranged attack action and therefore is not subject to restrictions specific to ranged attacks. Exception: When used against a soaring figure, Probability Control is subject to the same half-range reduction as a ranged attack (see Marvel rules, p. 15).
- Probability Control does not require an action. Probability Control can be used if the figure has 0, 1, or 2 action tokens, and can be used even after the figure has been given an action for the turn.
- A figure with Probability Control may use that power on itself. For example, Scarlet Witch misses an attack roll; she can use her own power to reroll, if she hasn't used it already this turn.
- Probability Control can be used once on your turn and once on an opponent's turn. You can use Probability Control on an opponent's turn to reroll a dice roll that you made (i.e., Super Senses or the Skrull team ability.)

## Pulse Wave

- Pulse Wave does not target characters. The Skrull team ability does not work against Pulse Wave.
- Impervious does not work against Pulse Wave.
- When only a single figure is in range of a Pulse Wave, that figure is the target, and that target may use Impervious or Super Senses to dodge it/reduce the damage. The Skrull team ability still will not work, because Pulse Wave doesn't distinguish between friendly and opposing figures.

## Ranged Combat Expert

- This character adds 2 to its damage for successful single-target ranged combat attacks. (Optional) This power does not work with other powers (such as Super Strength or Enhancement).
- This power does not work with any other powers except Probability Control, even if the other power's description suggests otherwise. To elaborate:
  - The attacking player's other characters can affect the defending/targeted character, but the attacking character can't be the one using the other powers.
  - If a character has Ranged Combat Expert and wants to use it to attack, it can't have its combat values altered from the printed values in any way by itself or a friendly figure (for example, via Perplex, Enhancement, or another power). In that turn, a friendly figure may use Support on the figure with Ranged Combat Expert because the printed values are not being altered.
- In addition, the character can't use Running Shot and Ranged Combat Expert in the same turn.
- Finally, the character cannot use any attack powers in the same turn as it uses Ranged Combat Expert.
- While Ranged Combat Expert cannot be used in connection with other powers, it can be used in connection with team abilities. Thus, while a Ranged Combat Expert attack cannot be the target of Enhancement, a S.H.I.E.L.D. figure could add 1 click of damage to that attack by using the S.H.I.E.L.D team ability.

## Running Shot

- A figure with the Running Shot power that begins its action in a square adjacent to an opposing figure must break away before using the power.
- Fliers can carry friendly figures with them while performing a Running Shot. They must, however, drop off the friendly figure before attacking.
- The "move portion" of a character's Running Shot action consists only of a "move up to half its speed value."
- A Running Shot out of hindering terrain works at 1/4 the figure's initial speed. First, the figure's move is halved (providing it does not have any powers or abilities that allow it to ignore the effects of terrain on movement), because it begins its move in hindering terrain. Then the move is halved again if the figure chooses to use Running Shot.

## Smoke Cloud

- The 4 squares of hindering terrain can be placed "anywhere in the character's range," regardless of line of fire. You must place all 4 tokens.
- A Soaring figure may use this power.
- Characters are affected by Smoke Cloud markers per the normal rules for hindering terrain.
- Characters with Smoke Cloud and a range of zero may place the smoke cloud only in squares adjacent to the character.

## Stealth

- An elevated figure can fire "over" hindering terrain, and thus can shoot a Stealth figure through intervening hindering terrain, except if the target Stealth figure is actually in a square containing hindering terrain.
- A figure with the Outwit power cannot cancel any powers of a figure with stealth that is in hindering terrain. Outwit requires a clear line of fire, and the Stealth power states that "any line of fire drawn to this character that crosses hindering terrain, including the square that this character occupies, is treated as though it crosses blocking terrain." Because a clear line of fire cannot be drawn to a Stealth figure that is in hindering terrain, that figure cannot be Outwitted. The same rule applies to Probability Control.
- A figure with Stealth that is in the same square as an object is considered to be in hindering terrain.

## Super Strength

- If figure with Super Strength is carrying an object, that figure's Super Strength power is not optional (it cannot voluntarily be "turned off", but it may still be outwitted).
- A flying figure with Super Strength can carry an object and a character at the same time.

## Telekinesis

- Figures moved with Telekinesis do not suffer damage as a result of the square they are moved into. That is, Telekinesis cannot be used to slam a figure into a wall or knock them off a building.
- You do have to make an attack roll when attempting to hit someone with a levitated object.
- You must have a clear line of fire to the target of a Telekinesis attack or to the target square of a Telekinesis move.
- Figures or objects that are at different elevation levels are not adjacent, so a figure on elevated terrain cannot levitate an object that is on the ground.
- You can't use Telekinesis to levitate a Phasing figure through a wall for two reasons: 1) You need to give the Phasing figure a move action to use the Phasing power, which you can't do while activating the figure with Telekinesis; 2) You need to be able to see your target space with Telekinesis, and you can't see through walls.
- A roll of doubles in a successful attack to move an opposing figure using Telekinesis does not generate knockback. A critical hit does (just as with Mind Control) inflict 1 click of damage.
- A character with Telekinesis may use that power to move a figure that is holding an object.
- A TK attack may only use one object, and may only target one figure.

## Toughness

- Toughness stops 1 point of damage per attack, so any time a dice roll is made to hit the character with Toughness, it "resets" and stops another 1 point of damage.

# Clarifications and Rulings

## Actions, General

- A move action, ranged-combat action, or a close-combat action man be used only to trigger one effect that requires its use.
- Picking things up (figures, objects) does not require the figure to be given a move action, however.

This takes place during a move action, so you can pick up someone and phase through a wall with him or her.

## Adjacent

- Squares on different elevations are not adjacent to each other.
- Characters on different elevations are not adjacent to each other.

## Adventure Kits

- Adventure Kit objects are tournament legal, but may only be used if both players agree to their use.

## Air Vents

- Air vents are considered blocking terrain for knockback purposes; not elevated terrain.

## Avengers Team Ability

- If a figure uses the Avengers or the Brotherhood team ability, the figure may use any power it possesses to move, including flying. The figure can pick up objects or carry figures during this free move. The figure cannot make any attacks during this move, even if it has a power that would allow it. The figure cannot use powers that use a move action but do not physically move the figure (such a Barrier or Regeneration). If the figure makes an attack or uses a power that requires a move action but does not physically move the figure, the action must be taken from the player's total actions for that turn.
- This ability can be used even if the figure fails a break away roll.

## Barrier, General

- A clear line of fire is not required to use this ability. At least one Barrier marker placed must be within this character's range.
- A soaring figure may use this power. Soaring, hovering, and grounded characters are affected by Barrier markers per the rules for blocking terrain.
- A character cannot move or fire through the diagonal corner where a Barrier marker and blocking terrain are touching.
- A Barrier can be created anywhere within the figure's range, whether or not it can see the space.
- A Barrier can be destroyed. Per the PAC description, "This barrier uses all the standard rules for blocking terrain."
- While it does require a move action to create a barrier, the figure using it does not need to roll to break away.
- A character using the Barrier power must create 4 squares of blocking terrain; the summary sentence on the PAC that says "up to 4 squares" is incorrect.
- No attack--neither close nor ranged--can be made through a Barrier, and because both figures are on opposite sides of blocking terrain (i.e., the Barrier), no break away roll is needed.
- Figures with the Leap/Climb Power cannot end their moves on top of a Barrier.
- Characters with 0 range must create the barrier adjacent to themselves.

## Batman Ally Team Ability

- An elevated figure can fire "over" hindering terrain, and thus can shoot a Batman Ally through intervening hindering terrain, except if target Batman Ally figure is actually in a square containing hindering terrain.
- A Batman Ally that is in the same square as an object is considered to be in hindering terrain.

## Batman Enemy Team Ability

- The transitive property of Batman Enemy attack values illustrated:
  - ABC (all are members of the Batman Enemy team)
  - A has an attack value of 10.
  - B has an attack value of 9.
  - C has an attack value of 7.
  - B can use A's attack value, making B's attack value 10. C can use B's attack value (now 10), also making C's attack value 10.
- Perplex can be used effectively with the transitive property of Batman Enemy Team Ability.

## Blocking Terrain

- The various air conditioners, vents, etc., are considered blocking terrain. These objects are defined as squares on rooftops surrounded by thick black lines.
- Only flying characters and characters with the Leap/Climb Power can enter these spaces.
- Blocking terrain can be destroyed. Each space requires a different attack, and only a single rubble tile is placed in the destroyed space.
- All walls on the Indoor Map are considered indoor blocking terrain.
- All walls are assumed to stop exactly at the edges of squares. So, even if it looks like a wall "sticks out" into a doorway, it isn't, and thus diagonal attacks can pass through without being blocked.
- A Leap/Climb or hovering figure that ends its move on top of outdoor blocking terrain may attack another figure using a ranged combat attack as long as the only blocking terrain the line of fire crosses is part of the square the attacker occupies. A Leap/Climb or hovering figure that ends its move on top of outdoor blocking terrain can be attacked by another figure using a ranged combat attack as long as the only blocking terrain the line of fire crosses is part of the square the target occupies.
- A Leap/Climb or hovering character that ends its move on top of outdoor blocking terrain is not considered to be adjacent to any other figure that is not also on top of outdoor blocking terrain.

## Break Away

- A break away roll is required only when physically moving a figure adjacent to an opposing figure into a different square.
- Figures with Leap/Climb and Phasing do not have to roll for break away; they can always break away.
- Failure to break away is considered a move action and ends that unit's action.
- Hovering figures do need to break away; they interact with nonflying characters as if they were on the ground.
- Do not roll for break away unless you are actually attempting to move a figure.

## The Brotherhood Team Ability



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- If you are holding an object and wish to make a close combat attack, you must use the object (this is not true for ranged combat attacks).

## Object Figures (Adventure Kit)

- The special rules for object figures apply to their use in both Telekinesis and Super Strength attacks.
- Office Desk: You need to be holding the desk to use it. So the defense bonus applies only to a character with Super Strength who is holding the desk. You must declare that you are using the desk for this purpose before the dice are rolled.
- Dumpster: This object is not destroyed when used, but can be destroyed by other means (for example, per the rules for destroying blocking terrain and the Sentinel rules).

## Optional Powers

- If a power is described as "optional," the controlling player can cancel the power at any time.

## Pass Action

- A pass action does not assign a token and does not count toward the total number of actions allotted for your turn.

## Placing Object Tokens

- Put all the tokens (three per player) face down in a pool and mix them up. Starting with the first player, each player takes a token from the pool and places it on the map. Repeat this process until all the objects have been placed.

## Police Team Ability

- A Police figure has to have a clear line of fire to the target, but the target does not need to be within the Police figure's range.
- The Police team ability does not give the Police figure an action counter.

## Promotional Figures

- Figures with "Promotional" on their base are not permitted in sanctioned play.

## Proxy figures

- Use of proxy figures is not permitted in sanctioned play.

## Ranged Combat

- Grounded figures can perform ranged-combat actions against adjacent hovering figures, but only if they are not adjacent to any opposing grounded figures.

## Rounding Numbers

- Whenever anything causes you to round a number in HeroClix, round up.

## "The Scientist" Scenario

- The character holding the scientist cannot attack, and therefore cannot use Charge or Running Shot.

## Sentinels

- If a Sentinel holding a captured figure is eliminated, treat the captive as if it had been rescued, and place it in a square that would have been adjacent to the sentinel and giving it an action token.
  - Sentinels can be used on indoor maps. While a Sentinel "ignores terrain modifiers for movement, as if soaring," it is not considered to be soaring for other purposes.
  - A Sentinel cannot move through a doorway that is only one square wide. A sentinel's base is 2 x 2 and does not change size during movement. In order to make such a move, the Sentinel would first have to "widen" the doorway by destroying the blocking terrain on either side of the door.
  - A Sentinel may use the multi-attack option to target blocking terrain, targeting either two different squares of blocking terrain or one figure and one square of blocking terrain (or, of course, two figures, but then it's not targeting blocking terrain at all).
  - Unless specified otherwise, all terrain rules for determining line of fire to and from a figure apply to Sentinels as normal.
  - A captured figure is not considered to be KO'd (do not assign the captured figure's point value to the player controlling the Sentinel) until released in the Sentinel's starting area. Once released, the captured figure is then considered effectively KO'd, and the Sentinel's player receives double its point value (or triple if the captured figure is an arch-enemy). Because a captured figure is "no longer considered to be on the map and is out of the game unless rescued by a teammate," the owning player does not receive victory points for figures that remain captured at the end of the game.
  - A Sentinel may not use Running Shot in conjunction with its special multi- attack. Running Shot requires a move action. Multi-attack allows the Sentinel to make two attack actions.
  - A Sentinel's multi-attack reduces its damage by 1 click even if it is using its Energy Explosion power. The reduction, however, is applied as follows: The Sentinel declares a multi-attack. The Sentinel's damage is reduced by 1, then Energy Explosion kicks in (if it's being used) and reduces the damage to 1 click.
  - While the game can end in the middle of a player's turn, it cannot end in the middle of an action. If your Sentinel is on its last click and you push to capture your opponent's last figure, you still take 1 click of push damage (a mandatory part of taking the capture action), which KO's your Sentinel and releases the captive.
  - A Sentinel's ability to capture is not a power, and thus cannot be turned off by Outwit.
  - If you have a clear line of fire to any one of the four squares a Sentinel occupies (measured from the center of the square), then you have a clear line of fire to the Sentinel. The reverse also applies--if you have a clear line of fire from any of the four squares the Sentinel occupies (measured from the center of the square), then you have a clear line of fire from the Sentinel.
  - Objects destroyed by a Sentinel's movement leave rubble.
  - Sentinels cannot be captured.
- ## Sinestro
- Sinestro figures cannot be captured.
  - RCE can be used with his special multi-attack.
  - When using his multi-attack and telekinesis, the normal damage reduction for the multi-attack does not apply to the objects' damage.
  - If a Sinestro holding a captured figure is eliminated, treat the captive as if it had been rescued, and

place it in a square that would have been adjacent to the Sinestro and giving it an action token.

- Sinestros can be used on indoor maps. While a Sinestro "ignores terrain modifiers for movement, as if soaring," it is not considered to be soaring for other purposes.

A Sinestro cannot move through a doorway that is only one square wide. A Sinestro's base is 2 x 2 and does not change size during movement. In order to make such a move, the Sinestro would first have to "widen" the doorway by destroying the blocking terrain on either side of the door.

A Sinestro may use the multi-attack option to target blocking terrain, targeting either two different squares of blocking terrain or one figure and one square of blocking terrain (or, of course, two figures, but then it's not targeting blocking terrain at all).

- Unless specified otherwise, all terrain rules for determining line of fire to and from a figure apply to Sinestro as normal.
- A captured figure is not considered to be KO'd (do not assign the captured figure's point value to the player controlling the Sinestro) until released in the Sinestro's starting area. Once released, the captured figure is then considered effectively KO'd, and the Sinestro's player receives double its point value (or triple if the captured figure is an arch-enemy). Because a captured figure is "no longer considered to be on the map and is out of the game unless rescued by a teammate," the owning player does not receive victory points for figures that remain captured at the end of the game.
- While the game can end in the middle of a player's turn, it cannot end in the middle of an action. If your Sinestro is on its last click and you push to capture your opponent's last figure, you still take 1 click of push damage (a mandatory part of taking the capture action), which KO's your Sinestro and releases the captive.
- A Sinestro's ability to capture is not a power, and thus cannot be turned off by Outwit.
- If you have a clear line of fire to any one of the four squares a Sinestro occupies (measured from the center of the square), then you have a clear line of fire to the Sinestro construct. The reverse also applies--if you have a clear line of fire from any of the four squares the Sinestro construct occupies (measured from the center of the square), then you have a clear line of fire from Sinestro.

- Objects destroyed by a Sinestro construct's movement leave rubble.

## S.H.I.E.L.D. Team Ability

- Multiple S.H.I.E.L.D. Agents can be used to provide multiple bonuses to a single friendly figure.
- This ability activates at the same time as the ranged-combat action of the adjacent friendly figure. Using this ability is declared before the dice are rolled. The S.H.I.E.L.D. figures being used are assigned actions and tokens whether or not the attack succeeds.
- The S.H.I.E.L.D. figure does not have to be able to see the target that the friendly figure is shooting at, nor do does the target have to be within the S.H.I.E.L.D. figure's range.
- The S.H.I.E.L.D. Agent must be given one of your actions, and does get an action token.

## Sinister Syndicate Team Ability

- The transitive property of SS attack values illustrated:
  - ABC (all are members of the Sinister Syndicate team)
  - A has an attack value of 10.
  - B has an attack value of 9.
  - C has an attack value of 7.
  - B can use A's attack value, making B's attack value 10. C can use B's attack value (now 10), also making C's attack value 10.
- can be used effectively with the transitive property of Sinister Syndicate Team Ability.

## Skrull Team Ability

- If a character is prevented from attacking a Skrull figure because of a successful use of the Skrull team ability, that character may be assigned a pass action (do not place a token or count this action toward the number of actions allotted for your turn).
- If an Energy Explosion attack succeeds on the primary target, a Skrull cannot avoid "splash" damage using its team ability because it is not the target of the attack. For the same reason, the Skrull team ability cannot be used to avoid a Pulse Wave attack.

## Soaring

- Ground-based and hovering characters can shoot up at a soaring figure, but not vice versa.
- Soaring figures can attack only other soaring figures.
- Ranged attacks between two soaring characters are not affected by grounded terrain.
- Soaring characters can be adjacent only to other soaring characters. This means that a soaring character cannot pick up an object or character and can only use Telekinesis on another soaring character.
- All of an "indoor" map is considered to be indoors. Because you cannot soar indoors, you cannot soar anywhere on an indoor map.
- A soaring character can make a ranged combat attack against an adjacent soaring character.
- The 1/2 range restriction on hovering or ground-based ranged attackers targeting soaring characters does not universally apply to all range issues involving soaring figures.

## Spider-Man Team Ability

- Figures with the Spider-Man and Minions of Doom team abilities count as members of any friendly figures team. So, if Spider-Man is working with Defender figures, he can use one of their defense values if adjacent to them, or vice-versa.
- A "wildcard" figure can only one team ability at a time.

## Superman Enemy Team Ability

- This team ability is in effect whenever the conditions are met (that is, whenever two Superman Enemies are adjacent).
- This ability grants the Outwit power, so if the above conditions are met, it would be possible for an opposing character to Outwit this newly granted Outwit power.
- If both adjacent Superman Enemies have the same point values, the controlling player chooses which one of them is granted the Outwit power.
- The Outwit power is granted only while the conditions of the team ability are met. If the two

Superman Enemies are no longer adjacent, the ability no longer functions and the power goes away.

- This team ability does not change during an action, but only at the beginning/end of an action. For example, two Superman Enemies of equal point value are adjacent. One of them moves 3 squares away, and then back as one move. The figure that had gained Outwit does not lose it, and they do not constitute a new pair, since they were not adjacent only for the duration of the move (at the beginning and end of the action, they were adjacent).

This power works for each different pair of adjacent Superman Enemies. For example, if you have three Superman Enemies 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.

## Super Powers

- To use a superpower, your character must have that superpower when the action is declared, and still have it when the action resolves (before damage from pushing/crit. Miss is done). Ex.-- Rookie Batman's willpower was outwitted by a rookie Catwoman. Batman pushes to hit Catwoman for 3 clicks of damage, getting rid of her outwit. With her outwit gone, Batman regains his willpower. Since he didn't have it at the beginning of his attack, he still takes a click of damage from pushing.
- Super powers cannot be used mid-action. (You can't use outwit in the middle of a charge.)

## Team Abilities

- All team abilities are optional.
- Different team abilities work differently. The X-Men team ability, for example, requires two X-Men team members to work. The Avengers team ability, however, is available to any Avengers team member. There is no underlying rule that requires more than one member of a given team for team abilities to function.

## Stairs Terrain

- You must move through each space of the stairs while walking from the ground to the rooftop, or vice-versa.
- Stairs are considered neither blocking nor hindering terrain.
- Only the top space of stairs (the one with the thick black line along its edge) is considered elevated.

## Walls

- Characters with Blades/Claws/Fangs may destroy a wall section if the damage rolled is 3 or more.

## Water Terrain

- Water terrain functions as hindering terrain for movement, but as clear terrain for other purposes.

## Wild Card Team Ability

- When using another team's ability, you are only considered part of that team for team ability purposes; for anything else, you are a member of the team printed on your base.

## "Winner Takes All!" Scenario

- The artifact is considered an object, except that the Super Strength power is not required to pick it up, it cannot be destroyed, and it is dropped if the character holding the object takes damage from an attack.

## X-Men Team Ability

- In order to use the X-Men team ability, a click must be exchanged from one X-Man to another; you cannot simply apply 1 click of damage to one of them.
- This ability may be used once per turn per pair of X-Men figures.

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