

MARVEL™

HEROCLIX®

X-MEN

DAYS OF **FUTURE PAST**

**ADVANCED
SENTINEL™
RULES**




If you've never played HeroClix® before, have no fear—just turn this booklet over for a quick introduction to the HeroClix world of 3-D super hero combat.

©2006 WizKids, Inc. All rights reserved. HeroClix and WizKids are trademarks of WizKids, Inc. Marvel and all related characters and the distinctive likenesses thereof are trademarks of Marvel Characters, Inc., and are used with permission. ©2006 Marvel Characters, Inc. www.marvel.com



Advanced Sentinel Rules

The Advanced Sentinel is a colossal character (a character with the  damage symbol).

Colossal Character General Rules

Colossal characters do not halve their range values when attacking soaring characters. Colossal characters block lines of fire drawn to and from other characters. Colossal characters ignore the effects of hindering, elevated, and outdoor blocking terrain on movement. Colossal characters can't be moved by Telekinesis. Colossal figures can make ranged combat attacks when adjacent to opposing characters.

Advanced Sentinel Rules

In addition to the general rules for colossal characters, the following rules apply specifically to the Advanced Sentinel.

Point Value

The Advanced Sentinel can be played as a unit at any of three different power levels, each with its own corresponding point value and starting position. When adding the Advanced Sentinel to a force, before play begins decide at which power level the unit will be played, and then turn the Advanced Sentinel's combat dial the indicated number of times to the proper starting position, as shown in Table 1.

TABLE 1: ADVANCED SENTINEL POWER LEVELS

Unit	Point Value	Clicks to Starting Position
Omega-4	400	0
Beta-7	300	4
Alpha-3	150	8

General Rules

The Advanced Sentinel is governed by the following general rules:

- > It is not affected by Exploit Weakness, Force Blast, Incapacitate, Mind Control, Plasticity, Poison, Psychic Blast, Shape Change, Steal Energy, Support, or any team ability or effect that reproduces those powers.
- > It can't be moved by Telekinesis, although it can be the target of a Telekinesis attack.
- > Is not affected by knock back.
- > It breaks away from other characters automatically. Other characters adjacent to the Advanced Sentinel must attempt to break away normally.

- > It can be attacked by grounded, elevated, or soaring characters using close or ranged combat attacks, and it is adjacent to characters in adjacent squares, regardless of elevation.
- > It can't be carried.
- > It can't be captured.
- > Its player receives double victory points for defeating any character with the following team symbols:



Characters with those team symbols receive double victory points for defeating an Advanced Sentinel.

Actions and Pushing

The Advanced Sentinel can be given only one action per turn, regardless of its point value or the build total for the battle.

An Advanced Sentinel's player can push it on any number of successive turns, even if it already has two action tokens on it; the Advanced Sentinel will still take pushing damage. If an Advanced Sentinel is not given an action on its player's turn, remove all action tokens from it.

Moving



The Advanced Sentinel must begin the game with its base completely in its player's starting area. Its base occupies 4 squares on a battle map (2 squares by 2 squares).

The Advanced Sentinel moves per the standard flying rules; it can't move through indoor blocking terrain. The Advanced Sentinel ignores the effects of hindering terrain, elevated terrain, and outdoor blocking terrain on movement, though it can't end an action with its base both on and off of elevated terrain or blocking terrain.

When moving an Advanced Sentinel, choose any square adjacent to the Advanced Sentinel to begin counting movement. The Advanced Sentinel must end its movement so that its base rests on one of the squares within its movement range. If an Advanced Sentinel moves over or stops on an object token, the object is destroyed.

Attacking

An Advanced Sentinel can be adjacent to a maximum of 12 adjacent squares. It can attack and be attacked through any of them. An Advanced Sentinel can make a ranged combat attack against any character in range.

Lines of fire drawn to and from the Advanced Sentinel are not blocked by standard characters (characters with the  damage symbol), but they are blocked by giant characters (characters with the ) and other colossal figures on the same elevation. Blocking terrain blocks a line of fire drawn to an Advanced Sentinel normally.

An Advanced Sentinel and other characters on elevated terrain can make ranged combat attacks against each other as if they were on the same terrain level. A soaring character making a ranged combat attack against an Advanced Sentinel (and vice versa) does not halve its range value.

Multiattack

An Advanced Sentinel has the Multiattack power.

MULTIATTACK *(optional)* Give this character a power action. It can use two free actions against up to two targets per action. These free actions may be power actions, close combat actions, and ranged combat actions, though free actions gained from this power can't be used to activate this power. Make an attack roll for each attack, if any. Any damage dealt by one of these attacks is reduced by 1, minimum 1 damage. This power can't be countered or lost.

Capture

An Advanced Sentinel has the Capture ability. If an Advanced Sentinel has a captive, it can't use the Multiattack power.

CAPTURE *(optional)* Give this character a power action and make a close combat attack against a single target opposing standard character; targets with Phasing or Plasticity modify their defense values by +2 for the attack. If the attack succeeds, it deals no damage; the target character is captured and is called a captive.

Remove all action tokens from a captive. Remove a captive from the battlefield until it is rescued (see below). While removed from the battlefield, a captive can't be dealt or take damage, and it can't be given actions.

If this character has two captives, it can't capture another character until at least one of the captives is rescued or released (see below), and it can't make close combat attacks.

If this character has any captives when it is knocked out, before removing this character from the game, the player who knocked out this character (including the player controlling this character if it was knocked out due to pushing damage or a similar effect) places each captive in an unoccupied square adjacent to this character's base and gives each an action token.

Releasing captives. When it occupies its starting area, this character can be given a power action to release one of its captives into an adjacent unoccupied square also in the starting area. A released captive is immediately knocked out, and this character's player receives double victory points for the released captive. If the released captive is an archenemy of this character, this character's player receives triple victory points for the released captive. If the game ends and this character has captives, no player receives victory points for the captives. If this character captures the last opposing character, the game ends after that action resolves.

Rescuing captives. Characters friendly to a captive can attempt to rescue that captive. To do so, give a character a power action; it makes a close or ranged combat attack against the target character that captured the captive. The target modifies its defense value by -1 for the attack for each of its captives. If the attack succeeds, the attack deals no damage; instead, the attacker chooses a friendly captive. The captive is rescued and placed in an unoccupied square adjacent to the target of the attack. Give the rescued character an action token; it can be given an action in the same turn it is rescued, but it is pushed normally.

**For tournament
information talk to your
local retailer or visit
www.heroclix.com**