HEROCLIX LEGACY RULES

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Also note that I have no connection to Wizkids. I decided to put this document together as a guide for fellow players. If you do not like anything in the document, feel free not to play it that way. Or simply scratch it out and write your own interpretation in.

Clarifications will be in red (in proud Wizkids tradition!).

For the most recent rules, new sets and other official announcements, make sure to check heroclix.com

Thanks and keep on Clixin!

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If you have a specific golden age element you'd like to see updated, send me an e-mail at joenexus36@gmail.com

Transporter Symbols:

Transporters have the following Keyphrases: **Move and Attack**, **Passenger: 1**

Grants the following keyphrases: **Duo Attack**, **Split**

CAPTURE

"**POWER**: Make a close attack against a character with the ⚡ or ⊗. Targets that can use Phasing/Teleport or Plasticity modify their defense +2. If the attack hits, instead of normal damage the character is Captured. Captured characters are referred to as Captives. Place the Captive off the map."

If a character has three Captives, it cannot use the Capture ability or make close attacks. If a character with Captives is KO'd, each Captive is rescued by the active player.

<u>Releasing captives</u> – When a character occupies its starting area, it has "**POWER**: Immediately KO one Captive. When scored this way, a KO'd Captive is worth twice its point value or 50 points, whichever is less."

<u>Rescuing captives</u> - Characters friendly to a Captive have "**POWER**: Make a close or range attack. The target modifies defense -1 for each of its Captives. If the attack hits, instead of normal damage choose a friendly Captive. The Captive is rescued and put into a square adjacent to the hit target. The rescued Captive is then given an action token."

COLOSSAL STAMINA

This character can be given a costed action even if it has two action tokens and does not receive an action token for that action. If you do, immediately after resolutions deal it 1 unavoidable damage and don't clear its action tokens this turn.

DUO ATTACK

POWER: This character has one ⚡. Make two attacks. After the first attack, modify damage -1 (minimum: 1).

MERGE

If two characters that each represent a qualifying character listed on a Duo Character's character card have no action tokens and began the turn on the map, they have "**FREE**: Replace this and the adjacent character(s) with the qualifying Duo Character the same number of clicks from its starting line as this character."

-The combined point value of the qualifying characters must be equal to or greater than the point value of the Duo Character, unless that Duo Character was on the map at the beginning of the game.

MOVE AND ATTACK

Hypersonic Speed if not adjacent to an opposing character. When this character uses it, modify attack -2.

MULTIATTACK

POWER: Give this character any two actions as FREE.

RAM

MOVE: 🏃: Characters. Move in a direct path, then make a close attack targeting all opposing characters moved through this action, regardless of adjacency. Instead of normal damage, each hit character is dealt this character's printed damage value. Immediately after resolution, deal this character 1 unavoidable damage for each character hit with the attack.

SHARPSHOOTER ⊕

Lines of fire drawn by this character are not blocked by opposing characters. ◎⌒⌐

SOLO ADVENTURE

POWER: Remove any team member from the team base and insert it into its SwitchClix base. This character is generated adjacent to the team base and starts on its first click with a click number color that matches the team base's current click number color.

-If removing a team member would mean that the total point value of removed team members exceeds the point value of the team, then this POWER cannot be given.

-When a removed character has multiple starting lines,

its point value is considered to be the first printed starting line other than an orange starting line preceding the click it enters the game on.
-Its starting line for all game effects is the actual click it enters the game on.
-A character on a Solo Adventure follows all rules for Replacement Characters, except for action tokens.
-A character on a Solo Adventure cannot use Split or Merge.

SPLIT

If this character has no action tokens, it has "**POWER**: Replace this character with one or more characters that each represent a distinct qualifying character listed on this character's card. These characters begin the game the same number of clicks from their starting click as this character.

-The combined point value of the qualifying characters must be equal to or less than the point value of the Duo character, unless those qualifying characters were on the map at the beginning of the game.

TEAM COORDINATION

When counting characters for a themed team do not count the Team Base as a character, instead each team member counts as a character. If the team is part of a themed team, instead of normal themed team initiative bonuses, it grants a +1 bonus to the initiative roll for every 100 points or, fraction thereof, of its point value. At the beginning of the game when a Team Base is part of a themed team, choose: Themed Team Probability can be used by your force normally -or- it can't be used by your force and the Team Base can use Probability Control this game.

A TEAM REUNITED

POWER: If a character on a solo adventure from this team base is adjacent, remove that character from its SwitchClix base and re-attach it to the base. The SwitchClix base is then removed from the map.

THROW A GRENADE

POWER: Decrease your grenade pool by 1 (if it is greater than 0). Choose a type of grenade listed on the character's character card and use its effect in addition to the following. ◎ **Hindering**, **Characters.** This

character has a range of 5, and one ⚡. Make a range attack and all other characters adjacent to an original target also become targets.

Flashbang: Range: 8. Hit targets with zero action tokens are given an action token instead of normal damage.

Frag: Deal 3 damage to the original target instead of normal damage. All other hit targets are dealt 2 damage and knocked back 2 squares.

Ink: Deal 1 penetrating damage to all hit targets instead of normal damage. Place a hindering terrain marker in the original target's square. At the beginning of your next turn, deal 1 penetrating damage to each character occupying or adjacent to the marker, then remove it.

Plasma: Give a hit character a "Plasma" token instead of normal damage. At the beginning of your next turn, deal 2 damage to the character with the Plasma token and 1 damage to all adjacent friendly characters, then remove the token.

Smoke: Deal 1 damage to hit characters instead of normal damage. Place a hindering terrain marker in the square of the original target and up to two adjacent squares. Characters occupying squares with these markers can't make range attacks. At the beginning of your next turn, remove these markers.

Thermite: Deal all hit characters 1 damage instead of normal damage. Destroy up to 3 squares of blocking terrain or walls adjacent to the original target.

WORKING TOGETHER

POWER: Give this character one action as FREE for every 200 points or fraction thereof of its point value. These actions can be used for any action but you may only give the character up to 1 MOVE, 1 POWER, 1 RANGE, and 1 CLOSE. Any number of these actions can be used to make a close or range attack. After each action resolves, modify this character's damage value by -1, minimum 1.