

HEROCLIX LEGACY RULES

Contained are wordings and rulings that apply to Wizkids' Heroclix "Past Rules" effects. These are all written based on Wizkids' general rulings and stated intentions. However, all trademarks belong to their respective owners and no claim of ownership is made by me. I am simply offering these wordings under a fair use reporting of past effects.

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!

If you downloaded this from anywhere other than joepanc.com, please head over to <http://joepanc.com/who-the-clix/legacy-resources> and support my effort.

If you have a specific golden age element you'd like to see updated, send me an e-mail at jpangrazio36@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 Starburst or Tiny damage symbol. Targets that can use Phasing/Teleport or Plasticity modify their defense +2. If the attack hits, the character is captured and referred to as a captive instead of normal damage. 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.

Releasing captives – When a character occupies its starting area, **POWER:** immediately remove one captive from the game. When scored, a removed captive is worth twice its point value or 50 points, whichever is less.

Rescuing captives - 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 character. The rescued captive receives one action token after placement.

Duo Attack

POWER: 1 target. 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 began the game on the map.

MOVE AND ATTACK

Hypersonic Speed if not adjacent to an opposing character, modify attack -2.

MULTIATTACK

POWER: Give this character any two actions at no cost.



SHARPSHOOTER

Lines of fire drawn by this character are not blocked by opposing characters. This character can make range attacks while adjacent to opposing characters. (May target adjacent or non-adjacent opposing characters.)

SOLO ADVENTURE

POWER: Remove any team member from the team base and insert it into its SwitchClix base. This character is placed 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 are placed the same number of clicks of 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 began the game on the map.

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 teambase is part of a themed team, choose: Themed Team Probability can be used normally -or- it can't be used and the team 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. Improved Targeting: Hinderng, Lines of fire drawn by this character are not blocked by characters, Range: 5, 1 Target. Make a range attack and all other characters adjacent to an original target also become targets. Use the effects described by the chosen grenade type.

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 at no cost 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.