

Official HeroClix™ Errata and Clarifications July 2007

Document updates are tournament legal **July 11, 2007**. All new entries since the last update are shown in **red**. The first page of this document contains additions since the last update, for ease of printing and record-keeping.

All notes in this document refer to the most recent update of the HeroClix rules and PAC, included in the DC HeroClix: *Legion of Super Heroes* release (hereafter LOSH). References to other FAQ entries, the PAC, and the rulebook are in **bold type**.

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.

~~Rulebook Corrections (all page references are Marvel HeroClix™: Danger Room rulebook references)~~

- ~~• Replace the third sentence under Figure 18, page 37, with: “Even though they are in adjacent squares, Paladin cannot attack Captain America because Captain America is on elevated terrain.”~~
- ~~• Replace the third sentence under Figure 25, page 50, with: “He is adjacent to Beast, even though Beast is on elevated terrain.”~~

Rules Clarifications

3D Objects

- 3D objects are legal unless otherwise specified by the Judge running the event.
- The lamp-post object does not add an action token to a colossal figure.
- The 3D objects from the Adventure Kits (Bookcase, Computer, Crate, Dumpster, Light Post, Mailbox, Office Desk, and Soda Machine) should have the special object “gear” symbol and the keyword “continual”.

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).~~

Battlefield Conditions

- Battlefield Condition cards are considered “unique by name”. If Battlefield Condition cards with the same name appear in multiple sets, a player may only use one copy of any named card in his hand during a tournament (see also **the HeroClix Comprehensive Tournament Rules**).
- ~~• Characters that are removed from the battle map and placed on Feat cards are not affected by Battlefield Conditions.~~

Colossal Characters

- Colossal characters require a doorway at least as wide as the base of the figure in order to pass through it.
- Colossal characters ignore the Skrull and Danger Girl team abilities.

- All Colossal characters whose special rules indicate they possess the Capture or Multiattack ability use the ability as explained in the LOSH rulebook.

Break Away

- A character cannot pick up an object if it fails to break away. If the character used a move action to attempt to break away and failed, and has a team ability that allows it to make a move action without using one of its allotment of actions for the turn, then the break away attempt does not count towards its allotment of actions.

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.

Double-Base Characters

- If a double-base character has half of its base in hindering terrain and half of its base in clear terrain, it is starting its movement in hindering terrain regardless of which end the movement is lead with.
- If a double-base character has half of its base in hindering terrain and half of its base in clear terrain, only the half that is in hindering terrain would gain any benefits of hindering terrain when a line of fire is being drawn to the double-base character.

Feats

- Characters that are removed from the battle map and placed on feat cards are not affected by Battlefield Conditions.
- ~~• Characters that are removed from the battle map and placed on feat cards are not affected by powers, team abilities, or feats that characters on the battle map possess. Characters that are removed from the battle map and placed on feat cards may not use their own powers, team abilities, or feats.~~

Flying Characters

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

Giant Characters

- If the giant character is soaring and the other character is not, then the two characters are not adjacent.
- A giant character must be one square away from blocking terrain to destroy it.
- A giant character with Super Strength must be one square away from an object to pick it up.
- When a character has powers or abilities that require adjacency to work (such as with Poison, Defend, etc), the giant character must be in an adjacent square (i.e. right next to) to the other character in order for either character to use those powers.
- Powers that deal with close combat attacks or movement (Quake, Plasticity, etc) can be used by giant characters up to two squares away.

Objects

- ~~• When an object is destroyed, replace that object with a rubble marker indicating hindering terrain. Objects destroyed after being used in an attack are not replaced with rubble markers.~~
- 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.
- ~~• Characters can only make single-target ranged combat attacks with objects.~~

The Rule of Three

- ~~• The Rule of Three applies to combat values: Range, Speed, Attack, Defense, and Damage. Damage Dealt may still be modified after the Rule of Three has applied to the Damage Value, as Damage Dealt is not a combat value.~~

Special Objects

- Soaring characters are affected by the properties of Special Objects up to the object's full area of effect.
- Blocking terrain, walls, or character bases do not block the area of effect of a Special Object but will block line of fire to and from a Special Object per the standard line of fire rules.

Stairs

- ~~• The top square of a staircase is the last square in which the staircase exists, and is therefore elevated terrain. This square of stairs is considered adjacent to the second to last square, even though the terrain exists on two different elevations.~~

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.

Terrain

- 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.
- If one type of terrain exists behind other types of terrain, each terrain type must be destroyed separately (see "Walls").
- If the line of fire between two characters in continuous hindering terrain never crosses a boundary line of hindering terrain, the hindering terrain modifier still applies.
- Two squares of diagonally adjacent terrain that are not the same type (such as a square of hindering and a square of blocking) are clear for movement purposes.

Walls

- 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. See also **Lines of Fire**.
- ~~• In order to destroy a wall with a ranged combat attack, the opposite side of the wall must be within the characters range.~~
- A square of blocking terrain on the opposite side of the wall does not block the line of fire to that square when targeting a wall with a ranged attack.
- If blocking terrain exists on the opposite side of a wall, destroying the wall does not destroy the blocking terrain. Only place a rubble token on the side of the wall without the blocking terrain. A separate attack must be made to destroy the blocking terrain.

Wild Card Team Abilities

- A character must possess a team ability in order for a wild card to use it. Wild cards do not possess the team abilities that they are using. Therefore, a wild card could not use a team ability that another wild card is using if they can only get the team ability from that wild card.
- ~~• When members of a team are assigned a feat card that grants them a team ability (such as Alpha Flight or The Society), a wild card using the team ability possessed by those characters uses the team ability described on the feat card, not the standard team ability described on the PAC.~~

Powers and Abilities Card Clarifications

Barrier

- ~~• A character with 0 range and the Barrier power can only place the Barrier markers in squares adjacent to itself.~~

Blades/Claws/Fangs

- ~~• Blades/Claws/Fangs does not require its own action to use and may therefore be used with any close combat action you assign the figure, such as Charge or Flurry.~~
- ~~• Once the close combat action has been given, the option to use or not use Blades/Claws/Fangs cannot be changed, even if the character gains or loses Blades/Claws/Fangs during the action.~~

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 Charge 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 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.
- Before the attack roll is made, a character may turn off its Charge ability to intentionally take knock back.

Combat Reflexes

- A character that is normally immune to knockback that has Combat Reflexes can choose to take knockback when hit with a successful attack.

Defend

- Defend may work with more than two characters, as outlined below:
ABC
"A" has Defend; its defense is 18. "B" has 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.

Earthbound

- A transporter that gains Earthbound gains the standard boot type speed symbol. It is not a transporter when it has a standard speed symbol.
- ~~• A giant character that gains Earthbound gains the standard damage type speed symbol. It is not a giant character when it has a standard damage symbol.~~

Energy Explosion

- 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.

Enhancement

- A Damage Value increased by Enhancement may be used to attack objects and walls in a ranged combat attack.

- If Enhancement is used with a multiple-target attack, the Damage Value is modified before damage dealt is divided between successfully-hit targets.

Flurry

- 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 takes damage during the first attack (such as by a critical miss or a team ability or feat that causes retaliation damage), resolution of the attack includes applying damage. If this damage causes the attacker to lose Flurry, then the second attack may not be made.

Hypersonic Speed

- **When using option 2 of Hypersonic Speed, a character wielding an object adds that object's damage bonus to the total damage value at the end of the attack. (and is therefore subject to the rule of 3)**
- Characters using option 2 of Hypersonic Speed to destroy a wall section do not need to make an attack roll.
- As option 2 of Hypersonic Speed modifies the target's defense value and the attacker's damage value with each successful hit, apply the Rule of 3 to the modified defense value and damage value.

Mastermind

- Damage dealt from knock back (from hitting a wall or falling) may be dealt to other characters by using Mastermind, if the other characters are adjacent to the square in which the knocked-back character stops.
- The effects of Psychic Blast and Exploit Weakness still affect the recipient of damage from Mastermind, and is still penetrating damage dealt to that character.

Mind Control

- If a character affected by Mind Control KO's another character, or is KO'd itself, the controlling player receives the victory points. If the KO'd character, including the target of the Mind Control action, is an archenemy of the character using Mind Control, the controlling player receives double the victory points, as per the rules for archenemies.
- When a character is affected by Mind Control its powers and team abilities, even those powers and team abilities cancelled by the opposing player, may be used as normal. Powers previously countered with Outwit remain countered. Powers that may only be used once per turn still follow that rule.
- A character that has both Mind Control and Super Strength and is holding an object does not have to use that object when making a close combat attack with Mind Control.
- **A character that is targeted with Mind Control cannot use any feats during the Mind Control action.**

Multiattack

- Colossal characters using the multiattack ability may not use the following powers and abilities during a multiattack: Phasing/Teleport, Regeneration, and Support. Feats may not be used when using actions granted by Multiattack
- **The LOSH rulebook's description of this ability overrides all previous descriptions.**

Outwit

- If a countered power no longer shows on the dial, but then returns to the dial before the beginning of the Outwitting player's next turn, the power is still countered.

Perplex

- Perplex may be used by more than one character per turn on a single character's given combat value.

Phasing/Teleport

- ~~At the end of a power action using Phasing, the character must be on terrain the character can normally occupy.~~

Pulse Wave

- Pulse wave ignores all team abilities, powers, and feats of both friendly and opposing characters 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. 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.
- Terrain created as a result of using a power is considered terrain and affects Pulse Wave normally, even if the character that created the terrain is within range of the Pulse Wave.
- ~~Powers, abilities, and feats that take effect as a result of a character being KO'd (such as the Fantastic Four and Suicide Squad team abilities and the Lazarus Pit feat card) are not ignored by Pulse Wave. These effects take place after the attack is resolved.~~
- When using Pulse Wave in an attack and there are multiple characters within the range of the Pulse Wave attack, the damage value may not be increased beyond 1.

Quake

- When using Quake in an attack, the damage value may not be increased beyond 2.
- When using Quake against multiple opposing characters and one or more of the characters becomes an illegal target (due to Shape Change, Skrull, etc), the attack is still made against all legal targets. If there are no legal targets then the attack cannot be made.

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 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.
- ~~A character cannot use Running Shot unless there is a legal ranged combat action it can make from that character's final destination square allows it to draw clear line of fire to a target within range~~

Shape Change

- If Character B makes a successful Shape Change roll against Character A's attempt at targeting Character B, then Character A cannot target Character B **with an attack** for the rest of the turn.

Stealth

- A giant character that gains Stealth (or a Stealth-like team ability) is considered to be stealthed when in hindering terrain, regardless of the elevation of an opposing attacking figure.

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).
- Telekinesis cannot be used to change a character's flight mode.
- A character may use Telekinesis to move a character holding an object.
- When using Telekinesis to move an object into a square occupied by a character, that character does not block line of fire to that square.