



Frequently Asked Questions

Updated 7/11/2007. Additions/Changes are in red text.

Updates

Q: Where can I find the latest Rules, Powers and Abilities Card, Errata and Clarifications, and FAQs?

A: Most of the latest information can be found on the ~~DC HeroClix~~ **WizKids** website at <http://www.wizkidsgames.com/heroclix/userhome/rules.asp>

SECTION 1: Powers and Abilities Q & A

General

Q: Can I use (fill in the blank) with (fill in the blank)?

A: Easily the most common question to come up in the game. If a power grants a follow-up of some kind, it always words it in a way so that you know what it is granting. Charge, for example, grants a close combat action as a free action. Therefore, anything that requires a close combat action to activate can be used. Powers that have different means of activation (e.g., Power actions) would not be activated in this way.

Some powers do not require an action be given to activate it (such as Blades/Claws/Fangs) but occur whenever such an action has been given to the character. These can activate when the follow up action is of the type required to activate the power.

Q: My character has a power on his dial but it does not appear on the character card – does he have this power from the PAC or not?

A: Whenever this happens, you can assume that the character does have the power on the dial. If it ever occurs that it should not be like that, there will be errata issued to that effect.

Barrier

Q: Can you destroy Barrier tokens? And if so, what happens to the tokens?

A: Yes. Barrier tokens can be destroyed as per the normal rules for destroying blocking terrain. A piece of destroyed Barrier leaves a rubble token in the space the Barrier token occupied. The rubble token is removed at the same time the Barrier goes away.

Charge/Running Shot

~~**Q:** Can a character use Running Shot with Ranged Combat Expert or Charge with Close Combat Expert?~~

~~A: No to both. Running Shot and Charge are both power actions that allow for a free action to be used for a ranged or close combat action (respectively). Both the Ranged and Close Combat Expert powers are power actions, not combat actions.~~

~~Q: Can a character use Charge and Exploit Weakness together or Running Shot and Psychic Blast together?~~

~~A: Yes to both. Charge and Running Shot grant free close or ranged combat actions respectively. Exploit Weakness and Running Shot are close and ranged combat actions respectively. The free combat action from Charge or Running Shot can be used to activate Exploit Weakness or Psychic Blast.~~

Q: Can a character pick up an object when using Charge, Running Shot, or Hypersonic Speed? Can that character use that object in the current action to attack?

A: A character using Charge or Hypersonic Speed may use the object to make a close combat attack in the same turn that the character picks up the object. A character using Running Shot may use the object **during the ranged combat action granted as a free action** to make a ranged combat attack (by throwing the object) in the same turn that the character picks up the object. A character using Hypersonic Speed cannot use the object to make a ranged combat attack (by throwing the object) in the same turn that the character picks up the object. This is because Hypersonic Speed grants an **attack** and throwing an object requires a ranged combat **action**.

Energy Explosion

Q: How is damage and splash damage applied with an Energy Explosion attack? If a character with Toughness were hit by both an attack and splash damage from an adjacent character, would the Toughness first reduce the damage from the attack and then reduce the damage from the splash?

A: All damage is dealt at once. If a character were hit by both an EE attack and splash damage, then that character would be dealt 2 damage. If the character had Toughness it would be dealt 2 damage, minus 1 for the Toughness for a total of 1 damage.

Hypersonic Speed

~~Q: Can a character use Hypersonic Speed option 1 (or the transporter move and attack ability) and use Ranged Combat Expert or Close Combat Expert together?~~

~~A: No. Hypersonic Speed option 1 is a power action and the transporter move and attack ability is a move action that grants close or ranged combat **attacks**, not close or ranged combat **actions**. Powers that require a close or ranged combat action, or a power action (such as Ranged Combat Expert and Close Combat Expert), to activate cannot be used with option 1 of Hypersonic Speed or the transporter move and attack ability.~~

Q: If a character using Hypersonic Speed option 1 or the transporter move and attack ability KOs an opposing character, can the attacking character end its movement in the square that the KO'd character occupied? Or is the KO'd character not removed from the battlefield until the action is complete?

A: The character with Hypersonic Speed or that is a transporter could occupy the square his target was standing in if the target character was KO'd. The character is removed from the battlefield after damage has been dealt.

Q: Can a character that has flight use the Hypersonic Speed option 1 (or a transporter use the move and attack ability) and carry another friendly character? Can that friendly character use any of its powers or abilities (such as Enhancement or Probability Control)?

A: Yes, the character with flight and Hypersonic Speed or a transporter using the move and attack ability can carry a character with them while attacking. However, that character is carried through the entire movement and is not set down until the action is complete. Since the character being carried is “off the board” for the entire movement, the character being carried would not be able to use any powers, abilities, or feats during the Hypersonic or move and attack action.

Q: How exactly does Hypersonic Speed option 2 work?

A: Using FLASH as an attacker and GORILLA GRODD as a defender, here's an example of how HSS option 2 works...

- The FLASH attacks GORILLA GRODD who has a 15 defense showing on his dial.
- The first roll is made against the 15 defense and is successful... FLASH has a damage value of 1.
- The second roll is made against a 16 defense and is successful... FLASH has a damage value of 1.
- The third roll is made against a 17 defense and is successful... FLASH has a damage value of 1.
- The fourth roll is made against an 18 defense and is successful... FLASH has a damage value of 1.
- A fifth roll is made against an 18 defense (because it's capped by the rule of 3)... FLASH has a damage value of 1.
- FLASH decides to end the attack (or he misses his roll).

FLASH now adds all damage and deals that damage to GORILLA GRODD. Even though FLASH dealt 5 points of damage, GORILLA GRODD will only take 4 due to the rule of 3 (1 damage plus 3 more). The end result is that GORILLA GRODD will be dealt 4 damage and then apply any damage reducing powers for the end result.

If FLASH had rolled any critical hits, an extra point of damage dealt for each critical hit would be added on to the 4 from the attack. If FLASH had rolled doubles at any time during his attack, knock back would be applied now.

Mastermind

Q: Can a character with Mastermind split any damage that it is dealt to more than one adjacent character? What if the damage dealt to the adjacent character is more than enough to KO it? Does the character with Mastermind take the remainder of the damage?

A: A character with Mastermind transfers all the damage to a single adjacent character and may not divide the damage between characters. All damage is transferred with Mastermind, even if it is more than enough to KO the adjacent character. The character with Mastermind would take no remaining damage.

Q: When damage from an attack that produces knock back is moved to another character using Mastermind, does the original target suffer knock back?

A: No. Knock back is transferred along with the damage from the attack, and the character is knocked back as if it were hit by the original attack. The character suffering knock back is moved away from the character that made the attack.

Q: If a character transfers damage with the Mastermind power, can the character receiving the damage use Toughness, Invulnerability, or Impervious? Can the character receiving damage roll Super Senses to avoid the attack?

A: The character receiving the damage can use its damage reducing powers. Mastermind states that it “deals damage to that target instead”. All 3 of the damage reducing powers are activated anytime damage is dealt, so Mastermind will activate these powers. Super Senses cannot be rolled. Super Senses requires the character to be hit by an attack and Mastermind is not an attack.

Q: Can damage from the Mystics/CrossGen/Arachnos TAs be transferred with Mastermind?

A: No. Mystics/CrossGen/Arachnos TAs state that the attacking character *takes* 1 click of damage. Mastermind only works when the character is *dealt* damage. The glossary in the rulebook has definitions for both damage dealt and damage taken.

Mind Control

Q: If a character is Mind Controlled, can it use a free action (such as Outwit) and be given a non-free action (such as an attack)?

A: No. Mind Control allows the Mind Controlled character to take an action as a free action. If the character used Outwit, Perplex, or some other free action that would be its one action that Mind Control allowed for.

Q: Can a character with two action tokens on it be Mind Controlled? If the character has one action token on it and is Mind Controlled, does it take push damage?

A: A character can be Mind Controlled even if it has two action tokens assigned to it already. A character that is Mind Controlled is given a free action. Since no action token is assigned to the character, there is no push when a Mind Controlled character makes its action.

Outwit

Q: Can a character use Outwit on an opposing character that is in hindering terrain and ~~has using Stealth (or using a Stealth-like team ability)~~ when the two characters are adjacent?

A: No. Outwit requires a line of fire to be drawn from the character with Outwit to the target opposing character. Stealth prevents a line of fire from being drawn, even when the characters are adjacent.

Q: After using Perplex or Outwit does a character need to maintain the line of fire in order for the power to stay in effect?

A: No. The character only needs a line of fire for the initial action of using Perplex or Outwit. Line of fire does not need to be maintained in order to maintain the effects of Outwit or Perplex.

Q: What “counters” other powers? Do Outwit, Exploit Weakness, or Psychic Blast “counter” powers?

A: Outwit is the only power that specifically counters another power. Exploit Weakness and Psychic Blast are penetrating damage (see the glossary in the rule book), but they do not counter other powers.

Phasing/Teleport

Q: Can a character with flight (or a transporter) and the Phasing/Teleport power carry another character and use Phasing/Teleport?

A: Yes.

Poison

Q: Do damage reducing powers (Impervious, Invulnerability, and Toughness) reduce the damage from Poison?

A: Yes. Poison deals damage and damage reducing powers reduce damage dealt.

Q: Can damage reducing powers be Outwitted before Poison takes effect?

A: Yes. Poison takes place at the beginning of the turn and Outwit can be used anytime during the turn, including at the beginning. It is up to the controlling player to choose the sequence of actions that occur at the beginning of the turn. Therefore, the controlling player could choose to use Outwit before using Poison.

Probability Control

Q: Can one of my characters with Probability Control use it to allow me to re-roll my character’s Impervious or Super Senses roll?

A: Generally speaking, no. Probability Control allows you to re-roll your dice on your turn and force your opponent to re-roll his dice on his turn. Rolling for Impervious or Super Senses is your roll on your opponent’s turn.

Q: Can Probability Control be used to re-roll a critical hit or a critical miss?

A: Yes. Although a critical hit always hits and a critical miss always misses, they are still attack rolls and are therefore subject to the Probability Control power.

Pulse Wave

Q: Can a character with Lazarus Pit, Fantastic Four, or Suicide Squad still use the feat or team ability when KOd by an opposing character using Pulse Wave? Since Pulse Wave ignores all powers, abilities, & feats, would the character still go to the Lazarus Pit or gain the benefit of the team ability?

A: ~~Yes, the character would still go into the Lazarus Pit or the team ability could still be used. The effects of the feat or team ability occur after the action and any push damage (if applicable) is resolved.~~ No. From the beginning of the action in which the Pulse Wave is declared until the end of the action (which is after the token has been applied to the attacking character) any characters that are within the Pulse Wave blast are considered to have no powers, team abilities, or feats. They are still members of a team if they have a team symbol, but they do not have a team ability.

Q: Does a character with Charge get knocked back if doubles are rolled during a Pulse Wave attack?

A: Yes – during the Pulse Wave action they are considered to not have any powers, thereby losing the effect of Charge.

Q: Does a character ignore its own powers, abilities, and feats when making an attack using Pulse Wave? For example, could a character with Perplex or Probability Control still use those powers when it makes an attack with Pulse Wave?

A: The character may use its own powers, abilities, and feats when attacking with Pulse Wave. It does not ignore them.

Q: If a character is hit with a Pulse Wave attack: Does a character holding an object drop the object? Is blocking terrain created with the Barrier power ignored if the character that created it is within range of the Pulse Wave attack? ~~Does a character with Charge suffer knock back if doubles are rolled?~~

A: Although Pulse Wave ignores all powers, team abilities, and feats it does not counter them. Therefore, characters holding an object will not drop the object **and can use them if they have some defensive bonus**, blocking terrain created by Barrier affects a Pulse Wave attack normally, ~~and characters with Charge will not suffer knock back.~~

Q: What is the correct sequence for applying game effects when a character with a team ability such as SUICIDE SQUAD or Fantastic Four pushes to attack and, in the process, KO's a character that triggers its team ability (by using Pulse Wave, from splash damage from Energy Explosion, etc)?

A: The attack would be made, damage would be dealt, pushing would be applied, and then the effects of the team ability would be applied. If pushing causes the attacking character to be KO'd, then it cannot use the team ability to heal itself.

Stealth

Q: Does a character ~~that is using with Stealth, or a team ability that mimics Stealth,~~ need to cancel its power or team ability in order to use a power such as Perplex or Probability Control on itself?

A: Yes. A character can draw line of fire to itself, but it cannot automatically do so. The team ability or power would need to be canceled in order to draw the line of fire to itself.

Team Abilities

Q: Does a character with the KINGDOM COME team ability have to roll as it becomes adjacent to an opposing character with the KINGDOM COME team ability?

A: No. KINGDOM COME characters ignore the team ability on other KINGDOM COME characters.

Q: If a wild card is copying the team ability of a friendly character and that friendly character is KO'd, does the wild card retain that team ability?

A: No, the wild card would not retain that team ability once the action that KO'd the character with the team ability is complete.

Q: Can a wild card copy the team ability that another wild card is copying?

A: No. In order for a wild card to copy a team ability, the character the team ability is being copied from must possess that team ability. Since other wildcards do not actually possess the team ability that they are using, the team ability cannot be copied by a different wild card.

Q: Can a non-flying character that has a wildcard team ability copy the GREEN LANTERN CORPS team ability and carry up to 8 characters? What about if the character were using the Passenger feat card? What about a transporter (and could it carry up to 12 characters)?

A: Flight is a requirement to carrying characters. A non-flier could not use the GREEN LANTERN CORPS team ability to carry characters. The Passenger feat card is an exception to the general rule of needing flight to carry characters, but the Passenger feat card specifies that the character using the feat may only carry a single character. A

transporter that uses or gains the GREEN LANTERN CORPS team ability could carry up to 8 characters (the maximum limit set by the team ability itself).

Q: Can a character with the GREEN LANTERN CORPS Team Ability carry flyers? Can a character use a non-free action after being carried by a character with the GREEN LANTERN CORPS team ability?

A: No. The only difference between a GREEN LANTERN CORPS member and another character is the number of figures that character can carry. All other rules for carrying characters apply as normal.

Q: Will the damage from the Mystics/CrossGen/Arachnos trigger retaliation from another Mystics/CrossGen/Arachnos?

A: No. Those team abilities require a successful attack to trigger the team ability. Damage taken from Mystics/CrossGen/Arachnos is not an attack.

Q: If an attack KO's a character with the Mystics/CrossGen/Arachnos team ability, does that character still retaliate with its team ability?

A: Yes. Even if the character is KO'd, the team ability is still triggered because the character was hit by an attack and damage was dealt to the character.

Q: Can the JLA (and Avengers / Brotherhood / Top Cow) TA be used with Hypersonic Speed (option 1) or the transporter move and attack ability?

A: Those team abilities work anytime you give a character a move action. HSS (option 1) is a power action, so they will not work with HSS (option 1). The transporter move and attack ability is a move action, so they will work with the transporter move and attack ability. The result of this combination is that the character is able to use the transporter move and attack option and not use one of your actions from your allotment of actions.

Q: Can a character with the Avengers/Brotherhood/JLA/Top Cow Team Abilities use a 'free move' action after being carried?

A: Move actions using these TAs are not considered free actions. Although they do not count against your total actions for the turn, they are still defined as move actions and generate an action token, and so are not free actions. Since they are not free actions, you cannot use a move action after being carried.

Q: If a character has a team ability that allows it to move without using an action from the controlling player's allotment of actions (JLA, Avengers, Brotherhood, Top Cow) and the character also has Phasing/Teleport, can that character use Phasing/Teleport with the team ability (and have the action not come from the player's allotment of actions)?

A: No. Those team abilities work when the character is given a move action and Phasing/Teleport is a power action.

Q: The Power Cosmic team ability says that powers can't be countered. Does this mean that Power Cosmic figures are immune to Psychic Blast and Exploit Weakness as well as Outwit?

A: No. Neither Psychic Blast nor Exploit Weakness counter damage reducing abilities. Instead, they are penetrating damage.

Q: Can powers granted by team abilities (such as Outwit from the Superman Enemy team ability and Probability Control from the CSA team ability) be countered with Outwit? What about team abilities that are similar to powers (such as Batman Ally team ability)... can they be countered with Outwit?

A: ~~If the team ability grants a power, that power can be countered with Outwit. Team abilities that are similar to powers but do not grant the power itself (Batman Ally is like Stealth but it doesn't grant Stealth) cannot be countered with Outwit because team abilities themselves cannot be countered.~~

~~Team abilities no longer grant powers. They are worded such that they allow the character to use the power (but it does not possess it). Therefore, the team ability cannot be used to meet the requirement for a feat nor can the power be outwitted (as the character does not possess it, it possesses a team ability that allows its use) unless an ability allowing the team ability to be countered is used (Outwit can only counter powers, not team abilities.)~~

Q: If a character has Willpower and is using the Masters of Evil team ability, can the character continue pushing each round without ever taking damage?

A: No. Willpower will only prevent the push damage that occurs from placing the second action token on a character. Any actions that are taken on subsequent turns by a Masters of Evil team member after it has two tokens on it cause unavoidable damage, which cannot be negated by Willpower.

Q: If a character with Guardians of the Globe rolls doubles while using Pulse Wave or Energy Explosion, which characters gets a token?

A: Only targeted characters receive a token, therefore no characters within the Pulse Wave will be tokened. The characters hit with the Energy Explosion attack will get a token, but the characters who receive only “splash” damage do not. In both cases, any character that does not receive a token will still get normal knockback movement applied to them.

Telekinesis

Q: Can a character take a non-free action after being moved with Telekinesis?

A: Yes. Characters moved by the TK power do not have the same restrictions as those carried by other characters.

Q: Can a character use Telekinesis to move an object into a square that another character occupies?

A: Yes. The character in the target square does not block the line of fire to that square.

Q: Can a character use Telekinesis to make a ranged combat attack with an adjacent object when an opposing character with Stealth that is standing on that object?

A: Yes. The character with Telekinesis may use that object to attack that opposing character. The opposing character does not block line of fire to that square when using the object the opposing character is standing on.

Q: Does the character or object being moved with TK impact the line of fire for where it can be placed?

A: No. the line of fire can be drawn after the target has been “picked up.”

SECTION 2: Feats Q & A

~~Q: Can a feat be assigned to a character that doesn't meet the prerequisites? What about if the character might be able to meet the prerequisites by applying modifiers (or other effects) at a later time (for example, can a character with 0 range and Perplex be assigned a feat that requires range since the character has Perplex and would be able to Perplex up his range)?~~

~~A: No. A character must be able to meet the prerequisites for a feat when the force is constructed in order to be assigned that feat.~~

Q: Do the points from a feat card that states “choose a character” add to that character’s overall point value?

A: No. The points for feat cards add to the overall force build total but not to any characters point value.

Q: Can I assign an alternate team ability card (Thunderbolts, Fantastic Four, The Society, etc) to only some of the prerequisite team members on my force?

A: No. Alternate team ability feat cards are “all or nothing”. All characters with the prerequisite team ability must use the feat card if it is a part of your force.

Q: For feats that state “Choose a character”, do I need a copy of that feat for each character that I want to assign it to? Or can I simply use one copy of the feat card and add the point cost of the feat to my team build total multiple times? For example, I only have one copy of Protected. Can I assign it to 3 characters and just count that as 24 points against my build total?

A: In a tournament setting you must have a copy of a feat card for each character that you assign it to. Doing otherwise is considered to be playing with a proxy, which is not allowed under the HeroClix Comprehensive Tournament Rules.

Q: Can I assign multiple copies of the same feat to a character? For example, can a character have multiple Protected feat cards assigned to it or use multiple Look! Up in the Sky! feat cards for an increased movement?

A: No. The section on “Feats” in the rulebook, states that a character may be assigned more than one feat but it cannot have multiple copies of the same feat assigned to it.

Entangle

Q: If a character uses Charge, Hypersonic Speed, or the transporter move and attack option to move adjacent to an opposing character for a close combat attack and that character makes the roll with Entangle, what happens to the attacking character?

A: Characters using Charge would simply end their movement in the square where they stopped. Characters using Hypersonic Speed or the transporter move and attack option would be able to continue their movement if they had any left. In either case, the character is not given an action token and cannot perform any other actions that turn.

Q: If a character with Flurry is attacking an opposing character with Entangle, is Entangle rolled for each of the Flurry attacks?

A: Yes, and if the Entangle roll is successful against the first Flurry attack, the second Flurry attack cannot be made as the character cannot be given another action for the remainder of the turn.

Q: If a character is assigned Entangle and it also has the Skrull or Danger Girl team ability or Shape Change, which is rolled first?

A: Skrull, Danger Girl, and Shape Change are all rolled when the character is chosen as the target of an attack. Entangle is rolled before the attack is made. Therefore, Skrull, Danger Girl, and Shape Change are rolled first and Entangle would be rolled last.

Q: If a character is pushed to attack a character with Entangle and they succeed at the roll, does the character get cleared of tokens at the end of the turn?

A: The rulebook tells you to clear characters that did not receive a token this turn, so the attacking character would clear.

Q: If a character with Entangle succeeds at the roll, does the action given to the attacking character count as an action from the player's allotment for the turn?

A: Yes.

Entrench

Q: What does it mean to ignore critical hits?

A: A roll of double sixes only counts as a 12. It is not an automatic hit. It does not do +1 to the damage dealt. If the Critical Strike Battlefield Condition is in play, the tokens from the card cannot be used to replace the damage dealt..

Extended Range

Q: How does Extended Range work with a Pulse Wave attack?

A: Range is increased based on the unmodified damage value and after the range has been halved. When the attack is made, the damage value is decreased. If the Pulse Wave has multiple characters in the range, then the damage value was reduced to 1 and now, because of Extended Range, is reduced to 0.

Q: How does Extended Range work with an Energy Explosion attack?

A: Range is increased based on the unmodified damage value. When the attack is made, the damage value is decreased. Damage is dealt according to the number of times a target is hit, not based on the damage value, so the penalty of Extended Range would have no impact.

~~**Q:** How does Extended Range work with a single target Energy Explosion or Pulse Wave attack?~~

~~**A:** Range is increased based on the unmodified damage value. When the attack is made, the damage value is decreased. Since both Energy Explosion and Pulse Wave change the damage value to 1, any increases in range would reduce the damage value to 0. A single target Energy Explosion or Pulse Wave attack would effectively deal 0 damage if the range was increased at all using Extended Range.~~

Q: How does Extended Range work with a multiple target Energy Explosion attack?

A: Since the description of Energy Explosion states that the target is dealt damage equal to the number of times it is hit by an attack, it is possible to deal damage with Energy Explosion if the target character is hit multiple times with an Energy Explosion attack.

Q: While using Extended Range and making a Pulse Wave attack (with Nova Blast, for example) is the character's range halved before or after increasing the range with Extended Range.

A: The range increase from Extended Range is added after the range is halved for the Pulse Wave attack.

Q: How does Extended Range work with Mind Control?

A: Mind Control is an attack that deals no damage, so range could be increased without suffering any adverse effects from having the damage value reduced.

Q: Can the default 4 range granted to a character without range during a Mind Control attack be increased using Extended Range?

A: No. The prerequisites for the card state that the character must have a range greater than 0. A character without range would not be able to have the feat card assigned to them at all.

Homing Device

Q: Can Homing Device be assigned to a colossal or giant character? Does the damage value of the colossal or giant character get modified?

A: Yes, it can be used with colossal or giant characters. The damage value is not modified, as the modifier displayed on the card only affects the standard "explosion" type damage symbol.

Mental Shields

Q: Can a character with multiple targets opt to make a multi-target Mind Control attack?

A: Yes. By doing so, the character is choosing not to use the feat and therefore would take feedback damage.

Mercenary

Q: How do I determine the cost of Mercenary?

A: You need to commit to the cost of Mercenary as you construct your force, though you do not need to select a team ability until the game begins. Let's say you build a team with a non-TA character, one Batman Ally, one Superman Ally, and 2 Mystics, you can choose to put Mercenary on the non-TA character as:

- A 15 point cost – this would require that when you declared the Mercenary's team ability at the start of the game, you would have to select Mystics as that is the only team available for that cost.
- A 20 point cost – this would require that when you declared the Mercenary's team ability at the start of the game, you could select either Batman Ally or Superman Ally – you would not be able to select Mystics
- A 25 point cost – this would allow you to choose any of the three team abilities at the start of the game, but you would not get any point bonus for having members of the team on your force.

NanoArmor

Q: Would a character hit by the Light Post still be incapacitated?

A: Yes. Ignoring the damage does not mean that the object is ignored entirely.

Q: What would the damage from Meteorite be like against a character with NanoArmor?

A: The damage increase from the Meteorite would be ignored. The unmodified damage value of the attacking character would still become damage taken without further modification.

Nanobots

Q: Can a character use Nanobots during movement to heal as the character moves?

A: No. Unless stated otherwise by a power or ability, free actions cannot be given in the middle of another action.

Q: Can a character use Nanobots even if it is at its starting click?

A: Yes.

Pounce

Q: Can a character use Leap/Climb with Pounce?

A: No. Although Leap/Climb is a prerequisite for Pounce, the two cannot be used together. Pounce is a power action and Leap/Climb is used when you give a character a move action. A character can only be given one non-free action in a turn.

Q: Can a character with a damage value of 2 be Perplexed or use In Contact with Oracle to boost the damage to 3 (or more) and then use Pounce?

A: No. Once the character has more than a 2 damage value it no longer meets the prerequisites for Pounce and cannot use the feat.

Q: Can a character use Pounce and Blades/Claws/Fangs together?

A: No. Pounce grants a free close combat attack and Blades/Claws/Fangs requires a close combat action.

Q: Can a character that has Super Strength and is assigned Pounce pick up an object while using Pounce?

A: A character can only use an object while using Pounce if the final damage value will not possibly be more than 2 (before accounting for the Pounce damage bonus).

Protected

Q: Does Protected allow the character to ignore the damage from all attacks involved in a multi-attack?

A: No. A multi-attack is two (or more) separate attacks. Protected would only allow the character to ignore the damage from one of the attacks.

Q: Does Protected allow the character to ignore the damage from both attacks that result from an opposing character using Flurry?

A: No. Protected allows the character to ignore damage dealt from a single action. Flurry grants two free actions to use as close combat attacks. Since Flurry grants two actions, Protected could only be used against one of them.

Q: If a character has both Protected and Impervious, can the Impervious be rolled before deciding to use Protected?

A: Yes. Protected allows the character to ignore the damage dealt. The amount of damage dealt to a character is determined after an Impervious roll.

Q: If a character with Protected is adjacent to a friendly character with Mastermind, can that character use Protected to negate the damage transferred via Mastermind?

A: No. Protected states that it can be used as the result of a single action. There is no action involved in transferring damage dealt via Mastermind.

Repulsor Shield

Q: If a character using Ranged Combat Expert attacks a character with Repulsor Shield, is the entire attack ignored due to Repulsor Shield?

A: No, only the +2 modifier from the Ranged Combat Expert power would be ignored. The attack would still deal the base damage, plus any other modifiers.

Thwart

Q: When can a thwart token be removed from a feat after it has been put on it?

A: There are only 2 ways in which to remove the Thwart token. First, as it says on the card, you can give an affected character a power action and remove it. Secondly, if the Thwart feat used to place the token is Thwarted, the tokens placed by that card would be removed. Other effects – like the Thwart character losing the prerequisite powers and/or being KO'd would not cause the Thwart token to be removed.

Q: If an alternate team ability feat card is thwarted, what team ability do those characters have?

A: They would have their original (from the PAC) team ability.

Q: Can I use Thwart on my own feats?

A: Yes

SECTION 3: Giant, Colossal, Transporter, and Double-base Character Q & A

Q: Are the rules that come with the Giant and Colossal characters still the correct ones for tournament play?

A: Generally speaking, yes. Their special abilities (like Multiattack, Capture, etc.) have been standardized and are described in the LOSH rulebook.

Colossal Characters

Q: Are the Sentinel and SINESTRO retired from tournament play?

A: No, none of the colossal characters have been retired.

Q: If Poison is showing on the Angry Spirit dial, when do the Angry Spirit tokens deal Poison damage using the SPECTRE in the scenario?

A: The Angry Spirits will deal Poison damage whenever they are given a free action to act. They may use Poison in addition to any other action that they may take as a result of the free action that they are given.

Q: Are the SPECTRE's Angry Spirit tokens fliers? Can they use powers like Ranged Combat Expert and Psychic Blast when adjacent to an opposing non-flying character?

A: No, the Angry Spirit tokens are not fliers. If they are adjacent to an opposing non-flying character they will not be able to use ranged combat powers.

Q: Do the Angry Spirit tokens take damage from using Mind Control on a character that is 100 points or more? If so, how is the Angry Spirit dial turned for this damage?

A: The Angry Spirit tokens do take damage from a successful Mind Control attack where the target character is 100 points or more. The damage is damage taken (not damage dealt) so the Angry Spirit dial would not be turned.

Q: When using the Spectre in the scenario version and the SPECTRE takes damage, who retaliates first; the SPECTRE or the Angry Spirit tokens?

A: The SPECTRE retaliates against the attacking character before the Angry Spirit tokens are given their free action to retaliate.

Double-base Characters

Q: I've heard that a double-base character can gain an extra square of movement. How does this work?

A: ~~Double-base characters must end with at least one square of their base within their movement range. A double-base character may start counting movement from its "front end" and stop the movement with its "back end" within its movement range. This allows the "front end" to extend one square beyond the characters printed speed value. The same movement mechanics works with colossal characters. This "extra square" is only gained at the end of the movement.~~

Double-based figures do not gain an extra square of movement. As per the rulebook "A double-base character must end its movement so that both ends of its base occupy one of the squares within its speed value..."

Giant Characters

Q: Can a character that is two squares away from an opposing giant character make a ranged combat attack to the giant character? Could the giant character make a ranged combat attack to an opposing character two squares away?

A: Yes to both cases. Giant characters are adjacent to other characters for close combat and movement purposes only. Other characters are adjacent to giant characters for movement only.

Q: Is a grounded giant character adjacent to an elevated opposing character for close combat purposes? How about if the opposing character is soaring? What if the giant character is elevated?

A: A grounded giant character is adjacent to an opposing grounded, elevated, or soaring character up to two squares away, and visa versa. An elevated giant character is adjacent to an opposing elevated or soaring character up to two squares away, and visa versa. An elevated giant character is not adjacent to an opposing grounded character. **A soaring giant character is only adjacent to other soaring characters.**

Q: If a giant character has or is using the **KINGDOM COME Hypertime** team ability, where would an opposing character have to stop and make the **KINGDOM COME Hypertime** roll?

A: As adjacency for giant characters is two squares away, the opposing character would need to make the roll for the KC team ability before it entered a square that was two squares away from a giant character. Essentially, the opposing character would need to make the KC roll when it was three squares away from the giant character.

Multi-Attack

Q: Can a colossal character using the multi-attack ability use Enhancement from a single character for both attacks?

A: Yes.

SECTION 4: Battlefield Conditions Q & A

Q: How do Battlefield Conditions work in a constructed tournament?

A:

- You may choose to play BC cards or not, they are optional.
- If you choose to play them, you must make a hand. Your hand must have a number of cards equal to the number of rounds in the tournament. You must play a card each round.
- Your hand may contain BC cards equal to the number of rounds minus one (in a four round tourney you can have up to 3 BC cards). You don't have to have that many... you can only bring 1 if you want. The rest of your cards have to be "place holders" and can be feats or bystander cards.
- Your hand cannot have more than one copy of any BC card (you can't have two or more Ordinary Day cards for example).
- Your opponent has no say in if you want to play BC cards or not. If you bring them, you can play them.
- After you roll for 1st player, choose a map, reveal your team, etc, etc... but before you place your figs in the starting area, both players reveal their BC cards at the same time (no waiting to see which card your opponent plays before you choose a card). Place holder cards, if played, obviously have no effect on the game.
- Whatever card is played, it is removed from your hand after the game is over.

Armor Wars

Q: How does Armor Wars work?

A: After an attack is successful and damage has been dealt, if the damage dealt was reduced (such as by a damage reducing power) then an extra click of damage is dealt to the character. This extra 1 damage is "after the fact" so it is not reduced by damage reducers or other means.

Q: What happens if both players play the Armor Wars Battlefield Condition? How much damage is dealt after the attack is resolved?

A: 1 damage is dealt for each copy of Armor Wars in play. If two players both played Armor Wars then the damage dealt as a result of Armor Wars would be 2.

Q: If Armor Wars is in play and Incapacitate is used will the target of a successful attack be given a token and dealt 1 damage due to Armor Wars?

A: No. Damage must be dealt and then reduced in order for Armor Wars to be used. The 0 damage from Incapacitate would never be reduced.

Q: If Armor Wars is in play and a character with a damage value of 1 and Armor Piercing successfully hits a character with Toughness, how much damage would the target take?

A: Initially, the damage dealt is 1. Toughness initiates a damage reducing power, causing the damage dealt to drop to 0. Armor Piercing prevents the damage from falling below 1, so the damage dealt remains 1. Armor Wars then activates and, because the damage dealt was reduced (though ineffectively), the damage is then increased to 2.

Assembled

Q: Does "Assembled" stop working when I have less than 5 characters with the same team symbol on my team?

A: Yes. Assembled requires a minimum of 5 characters with the same team symbol in order to function. If a member of the team is KO'd leaving only 4 members with the same team symbol, the remaining members would no longer gain the benefit from Assembled.

Atlantis Rising

Q: What happens if both Atlantis Rising and Astral Plane are played in the same game?

A: Since these two Battlefield Conditions contradict each other, the players would have a roll off to determine which Battlefield Condition remained in the game. This is a separate roll from the roll to determine which player is Player 1.

Q: The “Prepare to Play” section of the rules states that first Battlefield Condition Cards are revealed and then objects are placed. If Atlantis Rising is played, can objects be placed on grounded areas of the map? Or is all clear squares of grounded terrain considered hindering now that Atlantis Rising is in play?

A: Objects can still be placed on clear terrain at the grounded elevation. Atlantis Rising doesn't cause the clear terrain to become water terrain until the game begins.

Damage Control

Q: What happens when this BFC is used in the same battle as Wasteland?

A: Wasteland sets up an effect that is ongoing through the game. Damage Control occurs once per turn. At the beginning of each players turn the destroyed walls and blocking terrain would be repaired and then the effect of Wasteland would cause them all to be destroyed. The other effects of these BFCs would occur normally.

Ground Zero

Q: Can Probability Control be used on the die roll from Ground Zero?

A: Probability Control cannot be used on the die roll. The die roll is simply an effect of a successful close combat attack, and not caused by the character itself. Therefore, there is no character to draw a line of fire to when using Probability Control.

Inertial Interference Field

Q: Does the last line of Inertial Interference Field (IIF) apply to all knockback, or just knockback that occurs as a result of an attack using Charge, Running Shot, or Hypersonic Speed?

A: It applies to all knockback.

Q: If a character uses Running Shot with Energy Explosion and IIF is in play, is the Energy Explosion damage dealt reduced by 2?

A: Damage dealt in an Energy Explosion attack is determined by the number of times a character was hit by the attack. After that determination has been made, IIF would then reduce that damage dealt by 2.

Loyalty

Q: How does Loyalty interact with Siphon Power, Saboteur, and other feat cards that alter the text of a team ability?

A: Loyalty would cause the WildCard character to choose a friendly team ability regardless to feats that may be assigned to either team. The team ability they choose must be one that a wildcard can normally use (e.g., a wildcard selecting Defenders with Squadron Supreme in play would not have a team ability they could use).

SECTION 5: Special Powers

Q: My character has a Special Power that lets him use two powers – can he use both of them together?

A: Generally speaking, no. Though the character has access to multiple powers, each power may (and often does) require its own action to use. However, if the character can use multiple powers that don't require actions to use (or a second power can be used via an action granted by the first), they would be able to be used with the single non-free action the character can be given in a turn.

Q: If my Special Power lets me use a power, can I use it to meet the prerequisite for a feat?

A: No. In order to be assigned a feat, you must possess the power. Special powers give characters the ability to use powers from the PAC, but it does not mean they possess the power.

Q: So what if my character meets the prerequisite for the power on his dial naturally. When he gets to the click with the Special Power, can he use the feat now?

A: No. If the feat has a prerequisite, you need to meet that prerequisite in order to use the feat. Being able to use a prerequisite power does not grant you the ability to use the feat.

SECTION 6: Miscellaneous Q &A

Q: I am confused about when a character can make a ranged attack. How do figures that are adjacent to me affect if I can make a ranged attack?

A: There are 2 rules to remember for ranged attacks. So long as both conditions are met, you can make the ranged attack:

1. All characters can make ranged attacks unless they are a non-flier and they are adjacent to an opposing non-flier character.
2. All characters (fliers and non-fliers) can make ranged attacks against any opposing figure within their range unless they are based by an opposing figure. If they are based like this, then the only characters they can target are ones that are adjacent to them.

Q: If a character is targeting two or more opposing characters with a ranged combat attack and one of the targets becomes invalid (due to a successful Shape Change roll by the target character, the target character declaring the Batman Ally team ability, etc) does the entire attack become invalid or would the attacking character still have to make that attack against any remaining legal targets?

A: The action only becomes invalid if there are no legal targets. The attacker has to continue the action unless there are no legal targets for the attack.

Q: Can unavoidable damage be reduced by damage reducing powers or transferred with Mastermind? Does Willpower negate it?

A: No. The rulebook glossary defines unavoidable damage as damage that cannot be reduced by any power or affect and cannot be transferred to any other character.

Q: Does a critical hit mean that a character will always do damage to an opposing character, regardless of any damage reducing powers or abilities on the target character? Can critical hits be avoided with Super Senses or re-rolled through Probability Control?

A: A critical hit can best be described as an automatically successful attack. A critical hit does not negate or circumvent any powers or abilities a character has. Characters with damage reducing powers can still use them against the damage dealt by the critical hit, Super Senses can still be used against the successful attack roll, and the attack roll is still subject to Probability Control.

Q: What if the starting area designated by the purple lines does not have enough squares for my entire force?

A: Any figures that do not fit in the starting area (barring special rules that allow them to not be in the starting area) are eliminated. Victory points for those figures go to the opponent.

Adjacency

Q: Can a character that is base contact with an opposing character be carried away by a friendly flying fig? Does the character have to roll break away? If the flying character were not in base contact with an opposing character, would it have to roll break away?

A: A friendly flyer can carry away a character that is in base contact with an opposing character. The character being carried doesn't have to roll break away. The flier would only need to roll break away if it were based by an opposing character.

Q: Can a character that is adjacent to an opposing character make ranged combat attacks against that character?

A: Characters with flight may always make ranged combat attacks. Characters without flight may make a ranged combat attack against adjacent characters with flight as long as the character making the attack is not also adjacent to an opposing character without flight.

Capturing

Q: I read some rules that came with the HeroClix map set about characters capturing other characters. How does this work?

A: Only some colossal characters may capture other characters. Rules for colossal characters and capturing are found in the rules for the individual colossal characters. Other types of characters (standard, giant, etc) may not capture other characters. The rules that came with the HeroClix map sets are specific to those scenarios that came with the map sets.

Objects

Q: Are the 3D objects produced by WizKids allowed in tournaments? Can my opponent stop me from playing them?

A: The 3D objects are allowed in all HeroClix tournaments. Your opponent cannot prohibit you from using them.

Q: Can only the player who placed a Special Object token use that token?

A: No. Any player may use Special Objects placed on the battlefield.

Q: Can a character throw an object (by giving the character a ranged combat action) at a wall or blocking terrain to destroy that terrain?

A: No. The rulebook specifies that ranged attacks with objects can only be made against characters, not terrain. The “Statue” special object is the exception to this rule.

Q: What happens if I’m making an attack with the Laser Turret and I roll a critical miss? Does my character take damage? Does the Laser Turret?

A: If a critical miss is rolled while making an attack with the Laser Turret nothing happens. The character isn’t making the attack; the Laser Turret is, so the Laser Turret would take the damage from a critical miss. Since it takes 3 damage to destroy an object, nothing would happen to the Laser Turret.

Q: Can the Laser Turret be modified by powers and abilities such as Perplex, Enhancement, SHIELD, Hydra, or Police? Can Probability Control be used on the Laser Turret?

A: Powers and abilities cannot be used to modify the Laser Turret’s combat values. Those powers and abilities all specify that they work on a character and the Laser Turret is not a character. Probability Control cannot be used for similar reasons. The description for Probability Control states that the character with the power must have a clear line of fire to the character that made the original roll and there is no character that made the roll.

Q: Can the roll for Meteorite’s damage be re-rolled with Probability Control?

A: No. Probability Control requires the character have LOF – in the case of Meteorite, no character is making the roll.

Soaring

Q: Can a soaring character reduce its range by half and make a ranged attack to an opposing grounded or elevated standard character?

A: No. Soaring character may only interact with other soaring characters, colossal characters, and giant characters.

Q: Does a soaring character block the line of fire from a grounded or elevated character to a different soaring character? Does elevated terrain block the line of fire from a grounded or elevated character to a soaring character?

A: Line of fire from a grounded or elevated character to a soaring character is blocked by other soaring character, elevated blocking terrain, colossal character, and giant characters.

Q: What happens if I have a question that is not covered in the rules, Errata & Clarifications, or this document?

A: In a tournament setting, ask the Judge running the event. The Judge is the final authority at any tournament event. You may also email any rules related questions to judge@wizkidsgames.com.

Walls & Other Terrain

Q: What do I need to do to destroy a wall with a close or ranged combat attack? Is an attack roll required?

A: To destroy a section of wall the character making the attack must be able to do 3 damage to the wall. To destroy a wall with a close combat attack, characters may only destroy wall sections that are in the same square as the

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character. To destroy a wall with a ranged combat attack, the character must be able to draw a clear line of fire to the square on the same side of the wall as the character and be able to draw a line of fire to the square on the opposite side of the wall, where the line of fire passes through the wall section that is being destroyed. The character must have range to both squares. No attack roll is necessary to destroy a wall section.

Q: When making a ranged attack to destroy a section of a wall, does it matter if the line of fire to the opposite side of the wall passes through a different wall section?

A: The line of fire to the opposite side of the wall must pass through the section of wall being destroyed.

Q: Can a character with flight, Leap/Climb, or Phasing/Teleport end its movement on outdoor blocking terrain? Can a soaring character end its movement with its base in outdoor blocking terrain?

A: No. No character may end movement so that its base occupies blocking terrain.

Q: Can a character with 1 or 2 damage and Ranged Combat Expert or Close Combat Expert use those powers to destroy terrain?

A: No. Both Ranged Combat Expert and Close Combat Expert specify that they can be used against a target character.

Q: Can you explain how a line of fire (LOF) that crosses blocking terrain works from different elevations?

A: When drawing a line of fire from...

- Grounded to grounded, grounded to elevated, or elevated to grounded - if the LOF crosses blocking terrain it is blocked.
- Grounded to soaring, elevated to soaring, or elevated to elevated - if the LOF crosses *elevated* blocking terrain it is blocked.
- Soaring to soaring - if the LOF crosses the dividing line of indoor/outdoor terrain on an indoor/outdoor map it is blocked.