

## Official Indy HeroClix™ Rulings and Clarifications April 2004

These document updates are tournament legal April 1, 2004. All new entries since the last update are shown in red.

**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. The FAQ will be labeled with the date it becomes tournament legal.

### Team Abilities Clarifications

#### 2000 AD Team Ability

- Designating a single character for this team ability means the 2000 AD team ability applies only to that single character, even if more than one of that character is in play.

#### CrossGen Team Ability

- The CrossGen team ability is not an attack, and therefore will not trigger the effects of attacks such as the CrossGen team ability, if used on another Crossgen team member. This ability may be used if the CrossGen Team member is KO'd by the attack.
- If a CrossGen team member somehow deals damage to itself with its own attack (such as an Energy Explosion), and does not choose cancel the team ability, the character would retaliate against itself.

#### Crusade Team Ability

- The "Crusade" attack does not have to be successful to generate Knockback. Additionally, the target is knocked back a number of squares equal to the attacker's damage value, not the actual damage dealt.
- If a Crusade team member's Energy Explosion attack is unsuccessful against a target, but doubles are rolled, then the Crusade ability will generate knockback only for the missed target. If a Crusade team member's Energy Explosion is successful against a target, but unsuccessful against an adjacent figure, Crusade's ability will also generate knockback against the adjacent figures.

#### Danger Girl Team Ability

- The Danger Girl team ability may only be used when the character is the target of an attack. Indirect damage from Energy Explosion, damage dealt by Mastermind, Poison, and damage dealt by Pulse Wave do not require targets.
- Even though "the attack must choose another target or take a different action with that character," the character cannot take back any portion of the action (such as the move action in a Charge attack) made before the attack action.

#### BPRD Team Ability

- When using another team's ability, a "wild card" team member is considered part of that team for team ability purposes only; for everything else, it is a member of the team printed on its base.
- A "wild card" character can use only one team ability per action. If an opponent declares an action that cannot then be made (say, by your character copying a team ability that would

prevent that character from being a target), your opponent must declare a different action. This is treated as a separate action, and the character can choose to copy a different team ability.

### **Kabuki Team Ability**

- An elevated character can fire “over” hindering terrain, and thus can make a Ranged Combat attack against a non-elevated character with the Kabuki team ability unless the character with the Kabuki team ability occupies a square with hindering terrain.

### **Top Cow Team Ability**

- If this character is given a move action and fails a break away roll, the Top Cow ability may be used so that action does not count towards the player’s total allotment for that turn.