

Official Marvel™ HeroClix™ Rulings and Clarifications December 2003

These document updates are tournament legal **December 1, 2003**. 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. have a Tournament Legal date in it.

Character Corrections

Pyro™ #092–93, *Infinity Challenge*

These characters are members of the Brotherhood (not the Masters of Evil, as indicated). This error has been corrected in production, and many of the characters are now labeled correctly.

Rogue™ #121, *Infinity Challenge*

She does not fly. Ignore the flight base on this character.

Invisible Girl™ #043, *Clobberin' Time*

She does not fly. Ignore the flight base on this character.

Dr. Doom™ #075, *Clobberin' Time*

He should have two lightning bolt symbols on his base, not one.

Team Abilities Clarifications

Avengers™ Team Ability

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

The Brotherhood™ Team Ability

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

Defenders™ Team Ability

- The Defenders team ability is transitive in the same manner as the "Defend" superpower described in the General FAQ, except that it can only be used with other Defenders team members.

Hydra™ Team Ability

- The target of the attack does not need to be within the Hydra team member's range. If a Hydra team member is adjacent to a friendly character that makes a multi-target ranged-combat attack, the attacking character gets +1 to its attack value only against those targets to which the Hydra team member has a clear line of fire.

Masters of Evil™ Team Ability

- The Masters of Evil team ability functions only against a single target. You cannot use Flurry against a second target when using the Masters of Evil team ability. You can use Flurry to make a second attack against the same target character.

Minions of Doom™ Team Ability
(See **Spider-Man™ Team Ability**)

S.H.I.E.L.D.™ Team Ability

- Multiple S.H.I.E.L.D. characters can be used to provide multiple bonuses to a single friendly character.
- The S.H.I.E.L.D. character(s) used are assigned actions and tokens whether or not the attack succeeds. The S.H.I.E.L.D. character does not require line of fire to the target, nor does the target have to be within the S.H.I.E.L.D. character's range.

Sinister Syndicate™ Team Ability

- The Sinister Syndicate team ability works in the same manner as the "Defend" superpower described in the General FAQ, except that it can only be used with other Sinister Syndicate team members and that it applies to the attack value rather than the defense value.

Skrull™ Team Ability

- The Skrull 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 movement in a Charge power action) made before the attack action.

Spider-Man 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.

X-Men™ Team Ability

- In order for a character to use the X-Men team ability, a click of damage must be exchanged from one X-Man to another; you cannot deal 1 click of damage without also healing one click of damage.