

# STRUCTURE OF THE GAME

## TEAMS

**BEFORE PLAYING, BUILD YOUR TEAM.**

**POINT VALUE** - YOUR TEAM SHOULD BE ABOUT THE SAME VALUE AS YOUR OPPONENTS. PICK A POINT TOTAL FOR THE GAME AND ADD THE POINT VALUE OF EACH OF YOUR CHARACTERS.

**THEME TEAMS** - IF EVERY CHARACTER HAS ONE SHARED KEYWORD AND YOU HAVE THE MINIMUM NUMBER OF CHARACTERS, YOU GET BENEFITS. THERE ARE TWO KINDS OF THEME TEAMS, NAMED AND GENERIC.

POINTS	NAMED NEEDED	GENERIC NEEDED	NAMED PC	GENERIC PC
100-300	2+	3+	2	1
301-600	4+	6+	4	2
601-900	6+	9+	6	3

FOR THEME TEAMS, ADD THE NUMBER OF FIGURES TO YOUR ROLL OFF.

## THE BEGINNING OF THE GAME

**PLACE FIGURES**  
PUT YOUR WHOLE TEAM ON THE BOARD, STARTING INSIDE OF THE PURPLE LINED STARTING AREA.

**ROLL OFF!**  
EACH ROLL 2 DICE, AND ADD THEME BONUS HIGH ROLL PICKS MAP, OTHER PLAYER PICKS STARTING AREA (PURPLE LINED AREA AT EDGE). HIGH ROLL TAKES FIRST TURN.

**PLACE OBJECTS**  
PLACE 3 OBJECTS. YOU MUST HAVE ONE LIGHT (YELLOW RINGED), ONE HEAVY (RED) AND A THIRD OF EITHER TYPE, OR IMMOBILE (BLUE). SPECIAL OBJECTS (GEAR SYMBOL) MUST BE 5+ SQUARES FROM STARTING AREAS.

**CHECK BEGINNING OF GAME EFFECTS!**  
LOOK THROUGH TRAITS (MARKED WITH ☆) AND FEATS

**ACTION TOTAL**  
FOR EVERY 100 POINTS OF YOUR TEAM BUILD, YOU CAN TAKE 1 ACTION PER TURN. (I.E. 300 PTS, 3 ACTIONS.)

## THE START OF THE TURN

**FREE ACTIONS**  
CHECK SPECIAL POWERS FOR FREE ACTIONS THAT TAKE PLACE AT THE BEGINNING OF THE TURN



**LEADERSHIP**  
ROLL A DIE FOR EACH CHARACTER WITH LEADERSHIP. ON A 5 OR 6, REMOVE A TOKEN FROM AN ADJACENT FRIENDLY, LOWER-POINT CHARACTER. ALSO, GAIN AN ADDITIONAL ACTION.



**POISON**  
DEAL 1 DAMAGE TO EACH ADJACENT OPPOSING CHARACTER.

## **GIVING ACTIONS**

**THE FUNDAMENTAL MECHANISM OF HEROCLIX IS GIVING ACTIONS.**

**MOVE ACTION**  
MOVE CHARACTER UP TO THEIR SPEED VALUE.

**POWER ACTION**  
ONLY ACTIVATES POWERS AND ABILITIES.

**ATTACK ACTION**  
CAN BE RANGED OR CLOSE\*

\*SEE ANATOMY OF AN ATTACK ON [CLIXLII.TUMBLR.COM/LEARNING](http://CLIXLII.TUMBLR.COM/LEARNING)

## **FREE ACTIONS**

TAKE PLACE ONCE A TURN, AT ANY TIME. DON'T COUNT TOWARD YOUR ACTION TOTAL. DON'T PUT ACTION TOKEN ON YOUR CHARACTER

THESE FOUR TYPES OF ACTIONS ACTIVATE ALL THE POWERS, ABILITIES, TRAITS, AND FEATS IN THE GAME. CHECK THE PAC TO SEE WHICH POWERS KEY OFF WHICH TYPES OF ACTIONS.

## **ACTION TOKENS**

CHARACTERS CAN ONLY BE GIVEN ACTIONS IF THEY HAVE 1 OR 0 ACTION TOKENS.

AFTER GIVING A CHARACTER A NON-FREE ACTION, PLACE AN ACTION TOKEN ON THEM. IF IT'S THEIR SECOND ACTION TOKEN, DEAL THEM A CLICK OF UNAVOIDABLE "PUSHING DAMAGE".

CHARACTERS WITH WILLPOWER OR INDOMITABLE DON'T TAKE PUSHING DAMAGE.

MANY PEOPLE FIND IT HELPFUL TO HAVE TWO KINDS OF TOKENS AND ALTERNATE BY TURNS. THIS HELPS KEEP CLEAR WHICH CHARACTERS HAVE TAKEN ACTIONS THIS TURN.

## **PROBABILITY CONTROL**

IS A POWER THAT ALLOWS YOU TO REROLL DICE. ON YOUR TURN, YOU CAN REROLL YOUR ROLLS, ON YOUR OPPONENT'S TURN, YOU CAN REROLL THEIRS. IT'S ONCE PER TURN, PER CHARACTER WITH THE POWER. SOME TEAMS CAN GIVE A CHARACTER ON THE TEAM A POWER ACTION TO USE PROBABILITY CONTROL, A NUMBER OF TIMES SHOWN IN THE TABLE.

POINTS	NAMED PC	GENERIC PC
100-300	2	1
301-600	4	2
601-900	6	3

## **END OF YOUR TURN**

AT THE END OF YOUR TURN, FOR EACH CHARACTER THAT HASN'T BEEN GIVEN AN ACTION TOKEN THIS TURN, YOU MAY REMOVE ALL OF THEIR ACTION TOKENS.

## **FREE ACTIONS**

CHECK FOR ANY FREE ACTIONS WHICH TAKE PLACE AT END OF TURN.

DECLARE THE END OF YOUR TURN.

**WHEN ONE PLAYER CONTROLS ALL FIGURES ON THE BOARD, THEY WIN. IF TIME RUNS OUT, THE PLAYER WHO KO'D THE MOST POINTS OF CHARACTERS WINS.**