MARVEL

HEROCLIX

Fantastic Four

POWERS AND ABILITIES

SPEED

X FLURRY Give this character a close combat action. It makes two separate close combat attacks as free actions (making two separate attack rolls) against one or two adjacent targets. Resolve the first attack before making the second. If this character loses Flurry before it makes the second attack, it can't make the second attack.

X LEAP/CLIMB When you give this character a move action, it automatically breaks away and ignores the effects of characters, hindering terrain, elevated terrain, and outdoor blocking terrain on movement (but it can't end its movement on blocking terrain). When you give this character a close combat action, it can target a character regardless of the target's elevation.

X PHASING/TELEPORT Give this character a power action and move it up to its speed value. It automatically breaks away and ignores the effects of characters, hindering terrain, elevated terrain, and blocking terrain on movement (but it can't end its movement on blocking terrain).

X EARTHBOUND/NEUTRALIZED This character possesses standard speed ($\not{\mathbb{Z}}$), attack ($\diamond$), defense ($\square$), and damage ($\not{\approx}$) combat abilities and symbols instead of its combat abilities and symbols. This power can't be countered.

X CHARGE Give this character a power action; halve its speed value for the action. Move this character up to its replacement speed value and then give it a close combat action as a free action. A character with this power ignores knock back.

X MIND CONTROL Give this character a power action; it makes a close combat or ranged combat attack as a free action. A successful attack deals no damage; instead, the target becomes friendly to your force and opposing to your opponent's force, and any of the target's canceled powers return until it returns to its owner's force. Each target hit can be assigned one action as a free action. Immediately after resolving this action, the target becomes an opposing character to you and friendly to its owner's force. This character takes 1 damage for each 100 points of the successfully hit targets' combined point value. If this character has a range value of 0, its range value is 4 for purposes of this power and can't be further modified.

X PLASTICITY This character breaks away on break away results of 2–6. Opposing characters must roll a 6 to break away from this character. Adjacent opposing characters that can use Plasticity ignore the effects of each other's Plasticity.

X **FORCE BLAST** Give this character a power action and roll a d6; a single target adjacent opposing character is knocked back from this character a number of squares equal to the result. The target automatically breaks away, and can move through squares adjacent to opposing characters. The target can be dealt knock back damage.

X **HYPERSONIC SPEED** Give this character a power action. It automatically breaks away and can move through squares adjacent to opposing characters. During its move, this character can as a free action make one close combat or ranged combat attack with its range value halved for the attack. This character must be in a square where it could legally end its move in order to make the attack. This character can continue to use the rest of its movement (if any) after making the attack.

X **STEALTH** Any line of fire drawn to this character that crosses hindering terrain, including a square of hindering terrain occupied by this character, is blocked.

X **RUNNING SHOT** Give this character a power action; halve its speed value for the action. Move this character up to its replacement speed value and give it a ranged combat action as a free action. This character must declare a target to which it can draw a clear line of fire from the square where it ends its move in order to use this power.

X **SPECIAL POWER** This character has a special speed power. See this character's character card for more information.

ATTACK

X **BLADES/CLAWS/FANGS** When this character is given a close combat action, roll a d6 after making a successful attack roll. The result replaces this character's damage value when resolving the attack. If the target was blocking terrain, a wall, or an object, it is destroyed on a result of 3–6.

X **ENERGY EXPLOSION** Give this character a ranged combat action; this attack can target only characters. Compare the result of the attack roll to the defense value of each character adjacent to a target of the attack to determine if the attack also succeeds against it. Each character successfully hit is dealt damage equal to the number of times it was hit by this attack (characters adjacent to multiple targets might be hit more than once by this attack). A critical hit with this attack automatically hits the target(s) of the attack and any characters adjacent to the target(s), and deals 1 additional damage to all characters hit. If a character successfully evades, it evades all hits by this attack.

X **PULSE WAVE** Give this character a ranged combat action; halve its range value until the action has been resolved. All powers and team abilities possessed or used by characters within range of this attack as well as feats assigned to them are ignored until the action has been resolved, though wild cards using this power can use the team ability of a friendly character within range of this attack. At least one opposing character must be within range of this attack to activate this power. Draw lines of fire to every character (friendly and opposing) within range in every direction; these lines of fire ignore characters, but are affected normally by terrain. If clear lines of fire can be drawn to two or more characters, this character's damage value becomes 1 until the action has been resolved. Make a single attack roll and compare the result to the defense value of each character in range; each character hit is dealt damage. Attacks made with this power do not target characters.

X **QUAKE** Give this character a close combat action; until the attack has been resolved, this character's damage value becomes 2 if it is greater than 2. Make a single attack roll and compare the result to the defense values of all opposing adjacent characters. Each character that takes damage from this attack is knocked back.

X **SUPER STRENGTH** When this character moves as part of a move action, power action, or free action, it can pick up an object as a free action and carry it. The object must be either in a square the character occupies or in an adjacent square. This character can use an object it picks up as a weapon. If this power is lost or countered while this character is holding an object, immediately put the object in the square this character occupies. This power can't be canceled while this character is carrying an object. When this character makes a close combat attack targeting blocking terrain, a wall, or an object, modify its damage value by +2 for the attack; if the character is carrying an object when it makes the attack, remove the object from the game after the attack is resolved.

X **INCAPACITATE** Give this character a close combat or ranged combat action; its damage value becomes 0 until the action has been resolved. If the attack succeeds against a target that has zero or one action token, give the target an action token.

X **PSYCHIC BLAST** Give this character a ranged combat action. Damage from the attack is penetrating damage.

X **SMOKE CLOUD** Give this character a power action; put up to four hindering terrain markers on the battlefield within this character's range. Each hindering terrain marker must be put adjacent to another hindering terrain marker created by this character. If this character has a range of 0, it can put the markers only in the square it occupies and/or in adjacent squares. This character must have a clear line of fire to at least one of the hindering terrain markers. These markers can't be put on blocking terrain but can be put in hindering terrain or in squares occupied by characters. These terrain markers remain until the beginning of your next turn or until this power is countered or lost.

X **POISON** Once at the beginning of your turn, as a free action this character deals 1 damage to each opposing adjacent character.

X **STEAL ENERGY** (NON-OPTIONAL) Each time an opposing character takes damage from a close combat attack made by this character, heal this character of 1 damage.

X **TELEKINESIS** Give this character a power action and choose one of the following options. (For all options, this character must have a clear line of fire to the target and is treated as if it has a range value of 8. For options 1 and 2, the target ignores the effects of elevated and hindering terrain on movement.) **(1) Move an Opposing Character:** This character makes one close combat or ranged combat attack that deals no damage. If the attack succeeds and the target has or possesses the ⚡ damage symbol (but is not a double-base figure), move the target up to 8 squares so long as it ends its movement 8 or fewer squares from this character. **(2) Move an Object or a Friendly Character:** This character targets an object or a friendly character that is 8 or fewer squares away and moves it up to 8 squares so long as it ends its movement 8 or fewer squares from this character in a square to which this character has a clear line of fire. **(3) Attack with an Object:** This character makes a ranged combat attack targeting a single opposing character as if it occupies the square occupied by a non-held standard object; this character must be 8 or fewer squares away from both the object and the target of the attack. The target of a successful attack using a light object is dealt 2 damage; a heavy object, 3 damage.

X **SPECIAL POWER** This character has a special attack power. See this character's character card for more information.

DEFENSE

X **SUPER SENSES** When this character is hit by an attack, roll a d6 before damage is dealt. On a result of 5 or 6, this character evades the attack.

X **TOUGHNESS** (NON-OPTIONAL) Damage dealt to this character is reduced by 1.

X **DEFEND** Before any attack roll, any friendly adjacent character can replace its defense value with this character's unmodified defense value (including a replacement defense value) for the duration of the attack.

X **COMBAT REFLEXES** Modify this character's defense value by +2 against close combat attacks. This character can choose to be knocked back by any attack from which it takes damage. Knock back damage dealt to this character is reduced to 0.

X **ENERGY SHIELD/DEFLECTION** (NON-OPTIONAL) Modify this character's defense value by +2 against ranged combat attacks.

X **BARRIER** Give this character a power action; put up to four blocking terrain markers on the battlefield in any square of clear terrain that is not occupied by a character and is within this character's range. Each blocking terrain marker must be put adjacent to another blocking terrain marker created by this character. If this character has a range of 0, it can put the markers only in adjacent squares. This character must have a clear line of fire to at least one of the blocking terrain markers. These blocking terrain markers remain until the beginning of your next turn or until this power is countered or lost.

X **MASTERMIND** Each time this character would be dealt damage, you can instead choose to have all the damage be dealt to a single adjacent friendly character with a point value less than this character's. If the damage resulted from an attack with knock back, the character that takes the damage is knocked back. If a character is defeated by damage dealt using this power, it is considered to have been defeated by the character that originally dealt the damage. Damage dealt by this power is not an attack.

X **WILLPOWER** This character does not take pushing damage.

X **IMPERVIOUS** (NON-OPTIONAL) When this character is dealt damage, roll a d6. On a result of 5 or 6, the damage dealt is reduced to 0. On a result of 1–4, the damage dealt is reduced by 2.

X **REGENERATION** Give this character a power action. Roll a d6 and subtract 2 from the result, minimum result 0. Heal this character of damage equal to the result.

X **INVULNERABILITY** (NON-OPTIONAL) Damage dealt to this character is reduced by 2.

X **SPECIAL POWER** This character has a special defense power. See this character's character card for more information.

DAMAGE

X **RANGED COMBAT EXPERT** Give this character a power action. It makes a ranged combat attack against a single target character; modify its damage value by +2 for the attack. This power can't be used when using an object as a weapon.

X **BATTLE FURY** (NON-OPTIONAL) This character can't make ranged combat attacks, can't be targeted by Mind Control or Possession, and can't be carried.

X **SUPPORT** Give this character a power action and make an attack roll against an adjacent target friendly character as though making a close combat attack. When using this power, neither this character nor the target can be adjacent to an opposing character; ignore all combat value modifiers for this attack. If the attack roll succeeds, roll a d6 and subtract 2 from the result, minimum result 1. The target is healed of damage equal to the result.

X **EXPLOIT WEAKNESS** Give this character a close combat action. Damage from the attack is penetrating damage.

X **ENHANCEMENT** When an adjacent friendly character makes a ranged combat attack, this character modifies the adjacent friendly character's damage value by +1 once for the attack. More than one character with Enhancement can modify the same attack. This character can use this power more than once per turn.

X **PROBABILITY CONTROL** Once during your turn, this character allows you to reroll one of your dice (or die) rolls and to ignore the result of the original roll. All dice used in the original roll must be rerolled. A character using this power must be within 10 squares of the character for which the original roll was made, and have a clear line of fire to that character. A character can use this power on itself. Using the same rules, once per round during an opponent's turn, this character allows you to force that opponent to reroll one of his or her dice (or die) rolls and to ignore the result of the original roll.

X **SHAPE CHANGE** (NON-OPTIONAL) When this character is chosen as the target of an attack, roll a d6. On a result of 5 or 6, the attack can't be made. The attacker must choose another target or be given a different non-free action.

X **CLOSE COMBAT EXPERT** Give this character a power action. It makes a close combat attack against a single opposing target character; modify this character's damage value by +2 for the attack. This power can't be used when using an object as a weapon.

X **PERPLEX** Once during your turn (but not during another action), as a free action this character modifies by +1 or −1 any combat value (including range) of a target character until the beginning of your next turn (it can target itself). A character using this power must be within 10 squares of the target and have a clear line of fire to the target. This effect ends immediately if this character loses Perplex or is defeated, or when the target is damaged or healed.

X **OUTWIT** Once during your turn (but not during another action), as a free action this character counters a power or an ability (other than a team ability) possessed by a single target opposing character. Treat the target as if it does not have the countered power or ability, which remains countered until the beginning of your next turn. A character using this power must be within 10 squares of the target and have a clear line of fire to the target. If this character loses Outwit or is defeated, the countered power or ability returns immediately.

X **LEADERSHIP** Once at the beginning of your turn, as a free action roll a d6. On a result of 4–6, add one action to your action total for that turn. A player can gain only one action each turn with this power, even if the player has more than one character with Leadership.

X **SPECIAL POWER** This character has a special damage power. See this character's character card for more information.

TEAM ABILITIES

AVENGERS™ When you give a character using the Avengers team ability a move action, it does not count toward your available actions for the turn.

BROTHERHOOD OF MUTANTS™ When you give a character using the Brotherhood of Mutants team ability a move action, it does not count toward your available actions for the turn.

DEFENDERS™ Before any attack roll, a character using the Defenders team ability can for the attack replace its defense value with the unmodified defense value (including a replacement defense value) of any adjacent friendly character possessing the Defenders team ability.

FANTASTIC FOUR™ When a character possessing the Fantastic Four team ability is defeated, each friendly character using the Fantastic Four team ability can be healed of 1 damage. If all remaining characters using the team ability are defeated as part of the resolution of the same action, this team ability can't be used.

HYDRA™ For each character using the Hydra team ability that is adjacent to a friendly character making a ranged combat attack, the friendly character's attack value can be modified by +1. All characters using the team ability to modify a friendly character's attack value must have a clear line of fire to the target, though the target needs to be within range of only the character making the attack.

MASTERS OF EVIL™ A character using the Masters of Evil team ability can be given an action when it has two action tokens on it. If it does, do not give an action token to the character after the action resolves; instead, deal it 1 unavoidable damage. At the end of your turn, do not remove action tokens from a character that has been given a non–free action and used this team ability during that turn.

MINIONS OF DOOM™ Characters that possess the Minions of Doom team ability are wild cards.

POWER COSMIC™ Characters using the Power Cosmic team ability do not take pushing damage and their powers can't be countered. This team ability can't be used by wild cards or be countered.

S.H.I.E.L.D.™ When a friendly character makes a ranged combat attack, you can give any number of friendly characters adjacent to the attacker and using the S.H.I.E.L.D. team ability either a free action or a power action (but not both) before making the attack roll: For each character given a free action, modify the attacker's range by +1; for each character given a power action, modify the attacker's damage value by +1.

SINISTER SYNDICATE™ Before the attack roll of any attack made by a character using the Sinister Syndicate team ability, the character can replace its attack value with the unmodified attack value (including a replacement attack value) of any adjacent friendly character possessing the Sinister Syndicate team ability.

SKRULLS™ When a character using the Skrulls team ability is chosen as the target of an attack, roll a d6. On a result of 6, the attack can't be made. The attacker must choose another target or be given a different action.

SPIDER-MAN™ Characters possessing the Spider-Man team ability are wild cards.

ULTIMATES™ A character using the Ultimates team ability ignores the effects of hindering terrain (including team abilities that give hindering terrain bonuses) on its movement, combat, powers, and feats.

ULTIMATE X-MEN™ At any time during the game, a character using the Ultimate X-Men team ability can choose an opposing character or a team; this choice can be made only once per game even if the character has used another team ability. When this character attacks the chosen character or an opposing character using the team ability of the chosen team, modify this character's attack value by +1.

X-MEN At the beginning of an action during which two friendly characters using the X-Men team ability are adjacent to each other, you can choose one of the characters, give it a power action, and roll a d6. Heal the other adjacent, friendly character of 1 damage, and on a result of 1–4, deal the character given the power action 1 unavoidable damage.