

Licensed Product: Marvel HeroClix: Fear Itself Month Two Organized Play Kit

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Marvel HeroClix: Fear Itself Month Two Organized Play Instruction Sheet July 2013

*"See them **driven** before you. Beat them and maul them and **break them** any way you know how. Do not stop. Make them tremble and beg. Fill them with **doubt** and **panic**. And **FEAR...**"*

-Cul Borson, "The Serpent," God of Fear;
Fear Itself #2, Marvel Comics

Organized Play (OP) Kit Contents:

- 20 **Marvel HeroClix: Fear Itself** Tournament Boosters (One Case)
- Four (4) **Hela** Limited Edition Figures
- 21 **Mokk's Hammer** 3D Special Objects
- 10 Double-sided Maps (for use in your **Fear Itself** Month Two event)
- Month Two Instruction Sheet

Directions:

- Schedule your **Fear Itself Month Two** event in the **WizKids Event System (WES)**. The suggested format for the Month Two Event is a 300 point, Sealed event utilizing one (1) **Marvel HeroClix: Fear Itself** Booster pack, and one other (not **Fear Itself**) **HeroClix** Booster.
- Resources and Relics from the **Fear Itself Scenario Packs** or any previous month's **Marvel HeroClix: Fear Itself** events are allowed for use on a player's force.
- Prior to the event, players will "declare their allegiance" to one of the two **Fear Itself** Factions: "**The Worthy**" or "**The Mighty**." They are now fighting for victory on behalf of their chosen Faction. They will utilize the appropriate *Additional Team Ability* for their Faction (provided in the Month One **Fear Itself** kit) on their force.
- Upon completion of the event, determine which Faction has the most **Event Points** (see next page). Move the "Fear Tracker" token from its present position (after last month's event) one space in the direction appropriate for the winning Faction (left for "**The Worthy**", right for "**The Mighty**"). This will be important for the Month 6 final event.
- The **Mokk's Hammer** 3D Objects are Participation Prizes to be awarded upon completion of the event to each player. There are 21 pieces to allow for the event's Judge. If no Judge is running the event for your store, please reward the 21st piece to a participant (if applicable).
- The **Hela** LE Figures are to be awarded to First, Second, and Fellowship players. The remaining **Hela** figure is for the Judge running the event. If no Judge is running the event for your store, please award it to another participant (either Third Place or an additional Fellowship prize).
- The "**Antarctica/Paris**" maps are intended for use in the **Marvel HeroClix: Fear Itself** Month Two event.
- Report your completed **Fear Itself Month Two** event in the **WES**.

Be sure to visit www.heroclix.com/FearItself for more details!

Marvel HeroClix: Fear Itself Month Two Score Sheet

July 2013

<u>Player Name</u>	<u>Faction Allegiance?</u>	<u>Round 1</u> <u>W/L</u>	<u>Round 2</u> <u>W/L</u>	<u>Round 3</u> <u>W/L</u>	<u>Round 4</u> <u>W/L</u>	<u>Round 5</u> <u>W/L</u>	<u>Month Two Total</u> <u>Event Points</u>
1.							
2.							
3.							
4.							
5.							
6.							
7.							
8.							
9.							
10.							
11.							
12.							
13.							
14.							
15.							
16.							
17.							
18.							
19.							
20.							

Faction Allegiance:	<i>The Worthy</i>	<i>The Mighty</i>
Total Event Points:		

Marvel HeroClix: Fear Itself Score Sheet Instructions

For *Fear Itself* events One through Five, all Players receive:

- One (1) Point for Attending event
- One (1) Point per Loss
- Two (2) Points per Win
- Three (3) Points per Event Win

Keep a running tally of your players' total Event Points, as well as each Faction's total accumulated Event Points; this information will be very important for the Month 6 final event, which includes a special "Fear Itself" prize for the top ranking players of the Faction with the most month-to-month victories!

At the end of your Marvel HeroClix: Fear Itself Month 6 event, whichever Faction (either "The Worthy" or "The Mighty") the "Fear Tracker" token is closest to is the victorious Faction!

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