



Player's Guides

- 01 Player's Guide to Playing HeroClix**
- 02 Player's Guide to Powers and Abilities**
- 03 Player's Guide to Characters: Errata and Clarifications**
- 04 Player's Guide to Characters: Reference**
- 05 Player's Guide to Team Abilities**
- 06 Player's Guide to Maps**
- 07 Player's Guide to Tactics I: Objects, Resources, and Hordes**
- 08 Player's Guide to Tactics II: Feats and Battlefield Conditions**

Any game elements indicated with the † symbol may only be used with the Golden Age format.

Any game elements indicated with the ‡ symbol may only be used with the Star Trek: Tactics game.

Items labeled with a ☐ are available exclusively through Print-and-Play.

Any page references refer to the HeroClix 2013 Core Rulebook.

All Player's Guides can be found at <http://www.heroclix.com/downloads/rules>

Table of Contents

General	1
Infinity Challenge†	1
Hypertime†	1
Clobberin’ Time†	1
Cosmic Justice†	1
Universe†	1
Ultimates†	1
Unleashed†	1
Legacy†	1
Fantastic Forces†	1
City of Heroes†	1
Icons†	2
DC Giants Collector’s Set†	2
Armor Wars†	2
Sinister †.....	2
Supernova†	2
Origin†	2
Hellboy and the B.P.R.D. Action Pack†	2
Legion of Super-Heroes†.....	2
Avengers†.....	2
Justice League†	3
Mutations and Monsters†	4
Crisis†	4
Batman Alpha†	6
Secret Invasion†	6
Arkham Asylum†	8
Hammer of Thor†	8
The Brave and the Bold†	9
Blackest Night†	10
Marvel HeroClix Classics 2†	10
Watchmen†	10
Web of Spider-Man†	11
DC HeroClix Classics 1†	12
Brightest Day†	12
DC 75 th Anniversary†	12
Giant-Size X-Men†	13
Captain America†	13
Gears of War 3†	14
Halo†	14
Superman.....	15
The Incredible Hulk.....	15
Lord of the Rings†	15
Star Trek: Tactics‡	16
The Infinity Gauntlet	16
Galactic Guardians	16
Galactic Guardians Annihilators.....	17
The Avengers Movie	17
Dark Knight Rises	17
2012 Exclusive Figures	17
Chaos War	18 17
Star Trek Away Team†	18

DC 10 th Anniversary.....	18
Marvel 10 th Anniversary.....	18
TabApp.....	18
Assassin's Creed: Brotherhood†	18
Assassin's Creed: Revelations†	18
Batman	18
Batman Fast Forces	19
The Hobbit.....	19
No Man's Land.....	20 2019
Streets of Gotham.....	20
Streets of Gotham: Fast Forces.....	20
Star Trek: Tactics 2‡	20
Amazing Spider-Man	20
2013 WizKids Exclusives.....	21
TabApp Elite	21
Iron Man 3.....	21
Teen Titans	21
Fear Itself.....	21
Pacific Rim†	22 21
Bioshock†.....	22 21
Wolverine and the X-Men	22
Invincible Iron Man.....	23

General

Print and Play: For WizKids events, players can print any legitimate copy of a cardboard element from HeroClix. The printed version must not be functionally different from a legal WizKids-released version of the element. This policy does not apply to 3D elements, though it does apply to the cards that accompany them.

Flight Stands – many characters have flight stands, once used as an indicator of a character being able to use Flight and Carry. Unless specified otherwise below, characters follow the rules of their speed symbol. A flight stand alone does not indicate the ability to use Flight or Carry.

The keyword “Gotham Underworld” is “Gotham City Underworld” instead.

Battlefield Promotion powers can only result in the addition of up to 1 Promotion Token per action.

Infinity Challenge†

#092-093 Pyro

These characters are members of the Brotherhood (not Masters of Evil, as indicated).

Hypertime†

#043-045 Riddler

Some early printings of this character do not have Shape Change, Barrier, or Support; it had Mastermind and Perplex. Wherever Shape Change or Barrier appears on this character’s dial, substitute Mastermind. Wherever Support appears, substitute Perplex.

Clobberin’ Time†

#075 Dr. Doom

This character possesses  instead of .

Cosmic Justice†

#003 Easy Company Soldier

This character has Energy Explosion on its first click.

#004 Easy Company Medic

This character has Support on its first two clicks.

Universe†

#014 Hand Ninja

This character has a damage value of 2 on its second click. This character does not have Stealth on its last click.

#015 Hand Ninja

This character has a damage value of 2 on its third click. This character does not have Stealth on its last click.

#020 S.W.A.T. Specialist

This character has Range Combat Expert on its second click.

#072 Vulture

This character has Charge on its first click.

#078 Hobgoblin

This character has an attack value of 7 on its final click.

#079 Sabretooth

This character has a point value of 38.

#089 Annihilus

This character has a point value of 103.

#092 Captain America

This character has a point value of 47.

#119 Wasp

This character has a range of 4 and .

Ultimates†

#072 Doctor Octopus

This character does not have Battle Fury on his fifth click.

#210 Ororo Munroe

Ororo Munroe possesses  instead of .

Unleashed†

#003 DEO Agent

This character has Perplex on its second click.

#007-009 Gotham Undercover

These characters possess  instead of .

Legacy†

#210 Connor Kent

This character possesses the  symbol.

Fantastic Forces†

#064 Juggernaut

This character has a 17 defense value on the first click.

#205 Sue Storm

Sue Storm possesses  instead of .

City of Heroes†

#002 Manticore

Some versions of this character have the incorrect collector’s number on the dial sticker. The number should read CoH002, instead of CoH003.

#003 Positron

Some versions of this character have the incorrect collector’s number on the dial sticker. The number should read CoH003, instead of CoH002.

Icons†

#018 Cheetah

This character has 2 damage on its final click.

#201 Dr. Jonathan Crane

This character has 6 range.

DC Giants Collector's Set†

#001-007 All figures

These characters possess  instead of .

Armor Wars†

#038-039 Thunderball

These characters are members of the Masters of Evil (not the Serpent Society, as indicated).

#049-051 Shaman

These characters possess  instead of .

#052-054 Quicksilver

These characters possess  instead of .

#061-063 Dazzler

These characters possess  instead of .

#070 Crimson Dynamo

This character should have 2 damage and Close Combat Expert on the first two clicks.

#203 Sam Guthrie

This character possesses  instead of .

#208 Shiro Yoshida

This character should not have Battle Fury on its final click.

Sinister †

#038-039 Shadowcat

These characters possess  instead of .

#044-045 Nighthawk

These characters possess  instead of .

#059 Spider-Man

This character possess  instead of .

#081 Bullseye

This character possesses  instead of .

#095 Stilt-Man

This character possesses  instead of .

Supernova†

#224 The Mighty Thor

This character does not have Battle Fury on any of its clicks.

#B003 Jane Foster

This character is 7 points.

Origin†

#021 Halo

This character has Energy Explosion on its first, sixth, and seventh clicks (when Poison appears).

#046 The All-New Atom

This character has Leap/Climb on its first click.

Hellboy and the B.P.R.D. Action Pack†

#002 Liz Sherman

This character has a 2 damage value on her last click.

#005 Johann Kraus

This character has a 0 damage value on his last click. Johann Kraus does not fly. Ignore the flight stand on this character.

Legion of Super-Heroes†

#005 Phantom Girl

Disruption reads: "If Phantom Girl moves through or occupies the same square as an object, or at the end of a move action is adjacent to an object or an opposing character holding an object, you may remove that object from the game."

Avengers†

#009 Hulkling

The keyword "Skrull" is "Skrulls".

#021 Toro

Firewall reads: "If all six hindering terrain markers..."

#023 Lionheart

The keyword "Captain Britain Corps." is "Captain Britain Corps".

#029 Taskmaster

Better You Than Me is a defense power, not a damage power.

#030 Iron Lad

The keyword "Armored" is "Armor".

#032 Red Skull

The special power Cosmic Cube begins "The Red Skull can use Outwit, Perplex, and Probability Control."

#036 Falcon

When using Fly-By, if Falcon chooses to use the rest of his halved movement, and he starts the movement adjacent to a character from which he has not yet broken away this turn, he would need to roll break away normally.

#043 Molecule Man

Molecular Destruction is an attack power, not a speed power.

Molecular Destruction's rule text replaces "Once per turn..." with "Once during Molecule Man's turn..."

Option 1 of Molecular Destruction reads: "(1) Remove any target object (including an object held by a character) from the game."

#047 Wiccan

Group Teleportation says "...When he uses this power, he can use the Carry ability to carry up to three friendly characters...."

#049 Two-Gun Kid

Fanfire's rule text replaces "two separate close combat attacks" with "two separate ranged combat attacks"

#050 Winter Soldier

Ruthless Ally's rule text replaces "unpreventable damage" with "unavoidable damage".

#052 Citizen V

The character card has Charge listed on it.

#055 Hulk

Toughness is a defense power, not a damage power.

Hulk Gonna Tear Your Head Off is a damage power marked with the  symbol.

#057 Scarlet Witch

This character possesses  instead of .

#060 Cap and Bucky

Qualifying Name	OR	Qualifying Real Name
Captain America		Steve Rogers
Bucky Barnes		James Buchanan Barnes

#102 Firelord

This character has Toughness on slots 4, 5, and 6.

This character has Energy Shield/Deflection on slots 7, 8, and 9.

Justice League†

#001 Batman

To use Out of the Shadows: (1) Announce the type of non-free action Batman will take, even if it is not a legal action from his current position, as long as it can be legally done from step 3. (2) Reposition Batman from a square of hindering terrain to another square of hindering terrain. (3) Perform the declared action.

Batman does not need to break away from an adjacent character in order to be placed with Out of the Shadows.

#007 Icicle

Action tokens are only assigned when the barrier terrain tokens are placed with Copsicles, not if a character moves or is moved adjacent to them.

2 squares of diagonally touching barrier terrain tokens will prevent adjacency between a character and another barrier terrain token on the opposite diagonal.

#009 The Joker

Unpredictable Omnipotence's rule text replaces "unpreventable damage" with "unavoidable damage".

#016 Bouncing Boy

The keyword "Legion" is "Legion of Super Heroes".

#017 Parasite

If Attack Drain is used to copy Super Strength, the actions Parasite must roll 2d6 are when he picks up the object and when he uses it in an attack.

Parasite can't be given a power action to activate Defense Drain.

#026 Captain Boomerang

When using Boomerang, making an attack "as if he occupied the square" is for range, knock back and line of fire. All other conditions, such as using an ability that requires adjacency or line of fire, Captain Boomerang is still in his original square.

#028 Zatanna

onrefnI! is an attack power, not a damage power.

#033 Vigilante

This character has possesses  instead of .

#035 Deadman

The last sentence begins "If Deadman is defeated..."

Remove the phrases "and any of the target's canceled powers return" and "or canceled" from the power's text.

Feats assigned to the target character can't be used while possessed.

Feats assigned to Deadman can't be used by Deadman while he is possessing a character.

If Deadman must stop possessing a character and there is no square to which a line of fire can be drawn, Deadman is placed in the closest available unoccupied square. If Deadman chooses to stop possessing a character but has no available square, then he can't stop possessing the character.

Possession is not Mind Control. Characters that normally can't be targeted with Mind Control can be targeted with Possession.

If Possession is used on the opponent's last character, then the game would end. Each player would calculate victory points they have earned and the winner would be determined accordingly.

If the target is defeated, return Deadman to the map in the same manner as if the target had been released while occupying the last square it occupied.

#036 Granny Goodness

The keyword "Apokalips" is "Apokolips".

#038 Batman and Robin

Qualifying Name	OR	Qualifying Real Name
Batman		Bruce Wayne
Robin		Tim Drake

#041 Mr. Mxyzptlk

When using Object Animation, the line of fire only needs to be drawn to the square(s) – not the character(s).

Object Animation reads: "Give Mr. Mxyzptlk a power action and roll a d6 for each opposing character that has zero or one action token,

that is in a square 4 or fewer squares away to which Mr. Mxyzptlk has a clear line of fire, and that is holding an object or adjacent to or occupies either a square of hindering terrain or a square that has an object. On a result of 3-6, give the character an action token."

#048 Dream Girl

The keyword "Legion" is "Legion of Super Heroes".

#051 Lobo

If Bounty Hunter is outwitted, when it returns, a new target character may be selected.

Bounty Hunter does not include the phrase "or eliminated".

#053 Big Barda & Mister Miracle

The keyword "Green Lantern" is "Green Lantern Corps".

Qualifying Name	OR	Qualifying Real Name
Big Barda		Barda Free
Mister Miracle		Scott Free

#055 Green Lantern

The keyword "Green Lantern" is "Green Lantern Corps".

#101 Aquaman

Aquaman's character card should list the point value as 70 points.

#104 Green Lantern

This character possesses  instead of .

Mutations and Monsters†

#006 Pete Wisdom

Hot Knives is "Energy Explosion" instead of "Orange".

#009 Cuckoo

The special power Hive Mind starts "When Cuckoo is given a non-free action..."

Coordination says "...When Cuckoo is given a move action, she can use the Carry ability to carry up to two other adjacent Cuckoos."

#012 Colossus

The first sentence of Fastball Special reads "Colossus can use Telekinesis, but only Option 3 and only on adjacent objects."

The second sentence of Fastball Special reads "When using Telekinesis, Colossus can treat any adjacent friendly character that has a point value more than 30 and the  damage symbol as if it were a light object, but the character is not destroyed in the attack, nor is it placed in B."

#031 Professor X

The keyword "Illuminati" is "Illuminati".

#034 Archangel

For clarifications on Fly-By, see Avengers #036 Falcon

#038 Omega Red

Carbonadium Tentacles is "Blades/Claws/Fangs", not "Blade/Claws/Fangs".

#042 Unus the Untouchable

The knock back from Bounce occurs even if the attack deals no damage (such as a close combat attack with Telekinesis). The knock back would occur after the figure has been moved.

#046 Arcade

When objects are moved with Murderbots, they use Arcade's speed symbol as well as his value.

#047 Super-Adaptoid

See Justice League #017 Parasite for clarifications on "Attack Drain" and "Defense Drain".

Perplex and Hammer are both damage powers marked with the  symbol.

#048 Wrecker

Exploit Weakness is a damage power, not a defense power.

#058 Warskrull

The keyword "Skrull" is "Skrulls".

#061 Dark Beast

When multiple effects can occur simultaneously when using Cruel Experiment, the acting player can choose which effect to apply first.

#062 Rampaging Hulk

Squash reads: "Immediately after the resolution of a move action in which the Rampaging Hulk activates Leap/Climb..."

#200 Iron Man

The Experience Level is Silver (Unique).

#B005 Amadeus Cho

Excello says "Amadeus Cho can use Outwit, but must be given a power action instead of a free action."

Crisis†

#006 Shimmer

Transmute reads: "Once per turn, if Shimmer is adjacent to an object (including an object held by a character) at the beginning or end of any action she is given, she can remove that object from the game."

#007 Jericho

For errata and clarifications on Possession, see Justice League #035 Deadman

#021 Rip Hunter

Characters that have had their standard/named powers countered that become adjacent to Rip Hunter, no longer have those powers countered if he is using Time Master.

If a character adjacent to Rip Hunter is targeted by a power like Joker Makes the Rules (see Justice League #009, Joker), Time Master would prevent all of the standard and named powers from being countered.

If Rip is the target of a power like Joker Makes the Rules (see Justice League #009, Joker) then his special power would be countered along with all of his standard/named powers, despite using Time Master.

#022 Dawnstar

Tracker reads: "Dawnstar can use Hypersonic Speed."

#024 Karate Kid

The keyword "Legion" is "Legion of Super Heroes".

#026 Green Arrow

If Green Arrow uses Hail of Arrows and hits three targets when his damage value was two, there would be a total of five damage to be dealt to the various targets.

#027 Trickster and Pied Piper

Qualifying Name	OR	Qualifying Real Name
Trickster		James Jesse
Pied Piper		Hartley Rathaway

#032 Hawk and Dove

Qualifying Name	OR	Qualifying Real Name
Hawk		Hank Hall
Dove		Don Hall

#036 Chief

When removing Manipulate tokens, Probability Control can be used on the d6 roll. The Chief is the character that needs to be targeted for this line of fire.

If the d6 roll is a 1-2, and The Chief has more Manipulate tokens on his card, he may continue to use Manipulate until he has no more tokens.

If a force has more than one Chief, each can use this power at the beginning of the turn. Only one action for the action pool can be acquired this way, but each Chief can roll to try to place a Manipulate token.

When The Chief uses Manipulate to add a token to his card it replaces all other effects of the Leadership roll (e.g., if The Chief was equipped with Tactics, he would choose between a Manipulate token or 2 actions with a successful Leadership roll).

All references to "The Chief" in this figure's game effects refer to "Chief."

#039 Harbinger

Harbinger can only use You Are Needed to choose a character that has the same size base as she has.

#045 Trigon

When a Doppelganger is destroyed, it is removed from the game.

#048 Darkseid

Option 3 of Omega Effect begins "Darkseid's damage value is 0 and is locked."

The keyword "Apokalips" is "Apokolips".

#054 Alex Luthor

If ignoring a battlefield condition while using Earth 154 + Earth 462 results in a character being placed in an illegal square (e.g., blocking terrain), it would be moved by the active player to the closest square it could occupy.

#058 Nightwing and Starfire

Qualifying Name	OR	Qualifying Real Name
Nightwing		Dick Grayson
Starfire		Koriand'r

#059 The Spectre

Ghostly Guardian reads "... and possesses the Justice Society team ability."

#060 Monitor

This character possesses  instead of .

Moving Pawns on the Board succeeds on a roll of 5-6 instead of 4-6.

#061 World's Finest

Qualifying Name	OR	Qualifying Real Name
Superman		Clark Kent or Kal-El
Batman		Bruce Wayne

#100 Superman

The special power "Leading the Attack" begins: "Once, at the beginning of your turn, if Superman is adjacent to an opposing character, he can make a close combat attack as a free action, but he can't attack that character again during that turn."

The trait on the character card has the  symbol.

The second sentence of This Is a Job for Superman! reads: "When Superman is not holding an object or carrying a character, do not halve his speed value when he uses Charge."

#102 Donna Troy

The Lasso special power ends "... at the same elevation as Donna Troy."

Purple Ray does not require line of fire. Donna Troy can't target herself with this power.

#103 Garth

Salvage allows Garth to pick up an object under different circumstances. Super Strength would still need to be used by Garth in order to do the picking up/holding.

Salvage reads: "If there is a non-held standard light object anywhere on the map, once per turn when Garth occupies water terrain he can bring in a standard light object from outside the game and pick it up as if picking it up from an adjacent square."

#105 Superman

Kryptonian Strength reads: "Superman can use Super Strength. Superman can hold two objects at the same time if they are both standard objects; he can only use one object per attack."

#225 Anti-Monitor

The Experience Level is Silver (Unique).

I Will Not Die Until You Die With Me does not include the phrase "or eliminated".

#226 Anti-Monitor, Guardian of Fear

All traits and special powers refer to this character as "Anti-Monitor, Guardian of Fear"

Time to Feed's first sentence reads: "The Anti-Monitor, Guardian of Fear can use Pulse Wave, but the area of effect is his range value, his damage value is not replaced, and he does not ignore characters' powers, abilities, or feats"

#B001 Matter-Eater Lad

Hungry Loner reads: "(Non-optional) Matter-Eater Lad can't use the Carry ability."

Batman Alpha†

#011 Huntress

This character's point value is 50.

#014 Alfred

This character's point value is 30.

Secret Invasion†

#002 Moloid

Overwhelm is an attack power, not a speed power.

#006a Yellowjacket

Yellowjacket's trait says: "Yellowjacket possesses the Avengers team symbol. He doesn't possess the Skrulls team symbol."

#006b Yellowjacket

Yellowjacket's trait says: "Yellowjacket possesses the Skrulls team symbol. He doesn't possess the Avengers team symbol."

#007 Atlantean Warrior

Being able to use Stealth with Aquatic Invader does not cause all lines of fire to be blocked – hindering terrain must still affect the line of fire.

#008a Ms. Marvel

Ms. Marvel's trait says: "Ms. Marvel possesses the Avengers team symbol. She doesn't possess the Skrulls team symbol."

#008b Ms. Marvel

Ms. Marvel's trait says: "Ms. Marvel possesses the Skrulls team symbol. She doesn't possess the Avengers team symbol."

#015 Energizer

Once markers are removed, the square returns to the terrain type that is showing on the map.

Matter Absorption says "including an object held by an adjacent character" instead of "including an object carried by an adjacent character" inside the parentheses.

#016 Hercules

Olympian, The Incredible Herc, and Peerless Warrior all have , not .

Godlike Strength says "He can hold two objects at the same time if they are both standard objects" instead of "He can carry two objects at the same time if they are both standard objects" at the beginning of the second sentence.

#021 Iron Man

The second sentence of Extremis reads: "When Iron Man is not using Outwit, he can use Super Senses."

#022 Goliath

When using Throw, the damage dealt that is multiplied by 2 to get the knock back distance is the final damage dealt after all modifiers have been considered, including critical hits and damage reducing powers.

#024 Spider-Slayer

The last sentence of Tracking Systems reads: "...if it ends the second move adjacent to the chosen character."

#028 Attuma

When using Tidal Wave, Attuma can use Quake, so long as at least one opposing characters is targeted.

Undersea Conqueror succeeds on a roll of 5-6 instead of 4-6.

#030 Punisher

When using Chaingun, all target characters must be within Punisher's range.

Resolve each follow up attack from Chaingun before moving on to the next attack. If Punisher loses Chaingun after any attack, no further attacks with Chaingun can be made.

#032a Dum Dum Dugan

Dum Dum Dugan's trait says: "Dum Dum Dugan possesses the S.H.I.E.L.D. team symbol. He doesn't possess the Skrulls team symbol."

Deputy Director (Leadership), Perplex and Marksman (Ranged Combat Expert) are all damage powers, not defense powers.

Monster Squad reads: "Modify the attack value of Dum Dum Dugan and all adjacent friendly characters by +1 when they are attacking characters that can use the Great Size ability."

#032b Dum Dum Dugan

Dum Dum Dugan's first trait says: "Dum Dum Dugan possesses the Skrulls team symbol. He doesn't possess the S.H.I.E.L.D. team symbol."

The terrain selected by Dum Dum Dugan for S.W.O.R.D.fall does not return to its previous state even when Dum Dum Dugan is KO'd.

The last sentence of S.W.O.R.D.fall reads: "Blocking terrain is considered clear terrain until the end of the game. Elevated terrain – and any higher level of elevated terrain completely contained within the selected area – is one lower level of elevation until the end of the game."

The selected area from S.W.O.R.D.fall does not remain clear grounded terrain regardless of other game conditions. Terrain markers, objects, etc. would all behave as hindering/blocking terrain as normal.

#033 Dr. Strange

If Wand of Watoomb is used to target more than one character with Perplex (like with the feat Brilliant Tactician), a d6 would be rolled once and each target of Perplex would have a single combat value modified accordingly.

#037 Triton

Aquatic Scout's second sentence begins "When Triton occupies water terrain, any line of fire drawn to him..."

#039 Cloak and Dagger

Qualifying Name	OR	Qualifying Real Name
Cloak		Tyrone Johnson
Dagger		Tandy Bowen

#040 Doom

When using Powerless to counter all powers or all abilities, Doom must still draw a line of fire to the target.

Outwitting all abilities of a character with Powerless refers to the Combat Abilities listed on the Powers and Abilities card.

#042a Captain Mar-Vell

Captain Mar-Vell's trait says: "Captain Mar-Vell possesses the S.H.I.E.L.D. team symbol. He doesn't possess the Skrulls team symbol."

#042b Captain Mar-Vell

Captain Mar-Vell's trait says: "Captain Mar-Vell possesses the Skrulls team symbol. He doesn't possess the S.H.I.E.L.D. team symbol."

#043 Psycho-Man

The first sentence of Control Box says "Psycho-Man does not take damage based on the point value of his target(s) when he uses Mind Control."

#045 Namor

Undersea Ruler succeeds on a roll of 5-6 instead of 4-6.

#048a Elektra

Elektra's trait says: "Elektra possesses the Hydra team symbol. She doesn't possess the Skrulls team symbol."

The first keyword is "The Hand"

#048b Elektra

Elektra's trait says: "Elektra possesses the Skrulls team symbol. She doesn't possess the Hydra team symbol."

Elektra has the keywords "Skrulls, Spy"

#049 Ringmaster

The limitation on Mind Control for Top Hat applies only when Ringmaster is using the special power to increase the number of targets he can affect.

#051 Nick Fury

When Nick Fury uses L.M.D., he is moved to a corner of the map whether the damage was dealt from an attack or not.

When Nick Fury uses L.M.D. and the attack involves knock back, the attack would be resolved first, then the Nick Fury would be put in an unoccupied square, then the knock back would take place.

The second sentence of L.M.D. reads: "When Nick Fury is dealt damage, you may reduce the damage by 2."

#053 Skrull Emperor

The character card has Shape Change listed on it.

The only difference in the use of Outwit for Scheme is that it can affect multiple characters. Other requirements – like having a line of fire to each target – are still required.

If a special power is selected to be countered with Scheme, all characters with a special power of the selected name would be countered, even if the effects are different or in a different combat slot.

The second sentence of Emperor reads: "When he uses Leadership, in addition to the normal effects, on a result of 3-6 add an additional action to your action total."

#057 Jarvis

This character has both the Skrulls and Avengers team symbols.

#058 Power Man and Iron Fist

Wallbuster, Deadly Hands of Kung Fu (Blades/Claws/Fangs), and Power Man are all Duo Attack powers, not standard attack powers.

Qualifying Name	OR	Qualifying Real Name
Power Man		Luke Cage
Iron Fist		Daniel Rand

#099 Susan Richards

Susan Richards's character card has a point cost of 120.

Although Susan Richards ignores terrain for her ranged attacks when she uses To the Negative Zone, characters can still use terrain for the attack. For example, a character with Camouflage would still have lines of fire to it blocked.

#100 Spider-Woman

Spider-Woman's character card has a point cost of 79.

Agent Provocateur reads "Spider-Woman can use Outwit. She can use it normally, or she can counter all standard powers of a chosen type (speed, attack, defense, or damage) of all adjacent opposing characters."

#104 The Thing

The last sentence of Yer Ever-Lovin' Pal reads: "On a result of 5 or 6, you can remove an action token from one adjacent friendly character, or two adjacent friendly characters if they and the Thing all possess a single common keyword."

#105 Dr. Doom

When using Kneel Before Doom!, each character targeted by Doom that is hit would only be dealt his damage value – no additional damage for adjacency would be dealt to the targets.

The first sentence of Kneel Before Doom! reads: "Dr. Doom can use Energy Explosion, but if he hits, he instead deals damage equal to his damage value to each hit target of the attack."

The special option Outwit from Lord of Latveria can't be used with Dissent to counter a team ability anywhere on the battlefield.

#112 Sue Storm

Characters taking knock back from Get Away from Him! are moved away from the square Sue Storm drew a line of fire to for the attack.

#113 Johnny Storm

Pour It On! reads: "Johnny Storm can use Energy Explosion. Damage dealt to hit characters that were not targeted is modified by +1."

#115 Victor Von Doom

Unquestioned has an Indomitable defense symbol, not the standard defense symbol.

Arkham Asylum†

#011 The Riddler

Riddle Me This begins "The Riddler can use Incapacitate once per turn."

Riddle Me This ends "if the chosen number comes up on both dice, give the target enough action tokens so that it has two actions tokens."

When Riddler uses Perplex with They'll Never Get This One, the restriction prevents him from targeting friendly characters altogether.

#019 Lashina

The keyword "Apokalips" is "Apokolips".

#027 Firefly

Flamethrower ends "... same square that the target occupied at the time of the attack."

#030 Amon Sur

Self Preservation's second sentence begins "When Amon Sur takes damage from an attack, ..."

#034 Robin

Batline only allows Robin to ignore clear elevated terrain. Walls, hindering and blocking terrain (even on elevated terrain) would not be ignored.

#041 Frankenstein

The Monster's Steam Gun is a named power for Super Strength. It is not a special power.

#042 Ventriloquist

Scarface reads: "Ventriloquist can use Incapacitate, but his damage value becomes 1 and is locked until the action is resolved instead of dealing no damage."

#057 Saturn Queen

To use Mind Squeeze, the Incapacitate action must be completely resolved, including Saturn Queen taking a token and push damage if necessary. When she uses Mind Control as a free action, all other aspects of the Mind Control action – requirements on range, line of fire, Shape Change rolls, etc. – must be met in order to attempt the attack.

#061 Clown Prince of Crime

If Clown Prince of Crime is Possessed, the possession ends when  symbols appear as if the character were KO'd.

He's Escaped Again! can't be ignored.

Any game effect that would remove Clown Prince of Crime from the game activates He's Escaped Again!

#099 Batman

From Among the Gargoyles ends with "when he occupies the rim square and a line of fire is being drawn to him."

Dark Knight reads "Batman can use Flurry and Smoke Cloud. If Batman has no action tokens when he uses Smoke Cloud, he can use it as a free action once this turn."

#104 Grodd

Grodd's character card does not have a team symbol on it.

Hammer of Thor†

#006 Pip the Troll

Space Gem begins "Pip the Troll can use Phasing/Teleport. He can use it normally, or if he is not using the Carry ability, you can instead place him in any square..."

#011 Enchantress

Enchanting reads: "Enchantress can use Mind Control. If she does, she takes 1 damage for 200 points of successfully hit targets' combined point value, instead of 150 points."

#015 Fire Demon

March to Ragnarok! begins "When a friendly character named Surtur or Ragnarok Surtur is within 8 squares..."

#026 Pluto

Soul Syphon reads "When a friendly character with 30 or higher point value is KO'd, Pluto may be placed in the square they occupied after any current actions are resolved. If Pluto does, he can immediately use Regeneration as a free action."

#034 Hogun

Hogun the Grim begins "Whenever Hogun is given a non-free action..."

#038 Venom

Venom has a  symbol on his base.

#044 Air-Walker

Air-Walker's character card has a red experience level.

#050 Hela

The first sentence of Touch of Life reads: "Whenever another friendly character would be KO'd you may roll 2d6."

#051 Odin

Odin's character card has a red experience level.

#056 Surtur

Expendable Resources begins: "Once at the beginning of your turn..."

#057 Thor and Loki

Qualifying Name	OR	Qualifying Real Name
Thor		Thor Odinson or Donald Blake
Loki		Loki Laufeyson

#058 Gertrude Yorkes and Old Lace

Lend a Dino begins: "Once per action after an adjacent friendly character's close combat attack..."

#061 Thor's Mighty Chariot

When his trait allows him to "make ranged combat attacks against any opposing characters that it has a clear line of fire to" it is only allowing Thor's Mighty Chariot to make a ranged attack while adjacent to an opposing character (against a character that is not adjacent). It does not override the need for Thor's Mighty Chariot to have the target in range.

Qualifying Name	OR	Qualifying Real Name
Thor		Thor Odinson or Donald Blake
Toothgnasher		Toothgnasher
Toothgrinder		Toothgrinder

#099 Thorbuster

See Section 1, Modifiers

When using To Fight A God and targeting more than one qualifying character, Thorbuster's damage value is only increased +2 once, not once per target.

#104 Son of Surtur

Fan the Flames begins: "Once at the beginning of your turn..."

Marvel HeroClix Classics 1†

The following table maps HeroClix Classic characters to their original printing. Please see the original character for any errata or clarifications

#1-01	Spider-Man	 #001
#1-02	Dr. Octopus	 #034
#1-03	Tombstone	 #003
#1-04	Iron Man	 #021
#1-05	Iron Fist	 #004
#1-06	Punisher	 #030
#1-07	Mr. Fantastic	 #101
#1-08	Invisible Woman	 #102
#1-09	Dr. Doom	 #105
#1-10	Human Torch	 #103
#1-11	The Thing	 #104
#1-12	Mole Man	 #031

The Brave and the Bold†

#006 Checkmate Pawn (White)

Battlefield Promotion reads "When Checkmate Pawn (White) KO's or critical hits a character, after the action is resolved you may replace this character..."

#009 The Atom and Hawkman

Qualifying Name	OR	Qualifying Real Name
The Atom		Ray Palmer
Hawkman		Carter Hall

#011 League Elite

Vital Strike reads "... when resolving a successful attack..."

#013 Checkmate Pawn (Black)

Battlefield Promotion reads "When Checkmate Pawn (Black) KO's or critical hits a character, after the action is resolved you may replace this character..."

#015 Parademon Drill Sergeant

The last sentence of Darkseid's Motivational Techniques reads: "If the attack roll misses all targets, deal the attacking character 1 unavoidable damage."

#025 Goodness and Mercy

Qualifying Name	OR	Qualifying Real Name
Goodness		Granny Goodness
Mercy		Mercy

#035 Power Girl

Power Girl's character card includes the trait "Power Girl can use Super Strength."

#037 Extant

Aged or De-Aged reads: "Extant can use Incapacitate, but his damage value becomes 1 and is locked until the action is resolved instead of dealing no damage."

#040 Lex Luthor and Brainiac

Qualifying Name	OR	Qualifying Real Name
Lex Luthor		Lex Luthor
Brainiac		Vril Dox

#046 Batman and Green Arrow

Qualifying Name	OR	Qualifying Real Name
Batman		Bruce Wayne
Green Arrow		Oliver Queen

#047 The Flashes

Qualifying Name	OR	Qualifying Real Name
The Flash		Barry Allen
The Flash		Wally West

#048 The Flash and Green Lantern

This character has 8♦♦, not 0♦.

Qualifying Name	OR	Qualifying Real Name
The Flash		Barry Allen
Green Lantern		Hal Jordan

#049 Superman and The Flash

"And the Winner Is..." says "...only use the powers and name of the chosen character this game."

If "And the Winner Is..." is no longer on the dial, its effects end immediately. However since the choice of either Superman or The Flash is only made once per game, if the power returns to the dial you must continue to use the choice already made.

Qualifying Name	OR	Qualifying Real Name
Superman		Clark Kent or Kal-El
The Flash		Barry Allen

#050 Fire and Ice

Qualifying Name	OR	Qualifying Real Name
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Fire	Beatriz Bonilla da Costa
Ice	Tora Olafsdotter

#051 Green Lantern and Green Arrow

Qualifying Name	OR	Qualifying Real Name
Green Lantern		Hal Jordan
Green Arrow		Oliver Queen

#052 Blue Beetle and Booster Gold

The first sentence of Yes, I Guess I'll Carry You reads: "Blue Beetle and Booster Gold can't carry other characters."

Qualifying Name	OR	Qualifying Real Name
Blue Beetle		Ted Kord
Booster Gold		Michael Jon Carter

#053 Harley Quinn and Poison Ivy

Qualifying Name	OR	Qualifying Real Name
Harley Quinn		Harleen Quinzel
Poison Ivy		Pamela Isley

#054 Mister Miracle and Oberon

Prison Break reads: "Friendly characters within 6 squares ignore opponent's Plasticity and add 2 to their d6 rolls when breaking away."

"Your Head is My Jumping-Off Point!" allows Mister Miracle and Oberon to be TK'd via this power even though they have a multi-base.

Qualifying Name	OR	Qualifying Real Name
Mister Miracle		Scott Free
Oberon		Oberon

#055 Shazam! and Black Adam

Hercules/Amon (Super Strength) and Call Down the Lightning have , not .

The third sentence of Reluctant Team-Up says "If you chose 140 points, this character has  and is KO'd when the first red KO line is crossed."

The second sentence of Reluctant Team-Up says "In both cases, each time you reveal your force at the beginning of a game choose the dark green starting line (Shazam!) or the light green starting line (Black Adam)."

Fury enough to Destroy Countries: "Shazam! And Black Adam can use Hypersonic Speed..."

Call Down the Lightning **begins reads**: "Shazam! And Black Adam can use Energy Explosion **as if they have a range value of 6; when they do, damage dealt to all hit characters is modified by +1.**"

Qualifying Name	OR	Qualifying Real Name
Shazam!		Billy Batson
Black Adam		Teth-Adam

#059 Nekron

When using The Blackest Night, if you opt not to give the figure the action, then the figure is removed immediately from the map.

#100 Batman and Catwoman

Qualifying Name	OR	Qualifying Real Name
Batman		Bruce Wayne
Catwoman		Selina Kyle

Blackest Night†

#001 Mera

Mera's trait reads: "Mera also has the  Speed Symbol."

Marvel HeroClix Classics 2†

The following table maps HeroClix Classic characters to their original printing. Please see the original character for any errata or clarifications

#2-07	Iron Man	 #002
#2-08	Black Widow	 #027
#2-09	Gennady Gavrillov	 #212
#2-10	Iron Man	 #077
#2-11	Nick Fury	 #091
#2-12	Iron Monger	 #090

Watchmen†

#007 Hooded Justice

Strongman reads: "Hooded Justice can use Super Strength, but he can't pick up or hold heavy objects."

#011 Dr. Manhattan

Surrender to Me Personally reads: "When Dr. Manhattan hits a character while using Incapacitate."

#013 Walter Kovacs

Leave Me Alone! reads: "Walter Kovacs can use Stealth."

#019 Big Figure

This Place Is Gonna Explode! begins: "During your opponent's turn..."

#020 Larry and Mike

Henchmen begins: "When a friendly character using the Underworld team ability..."

Qualifying Name	OR	Qualifying Real Name
Lackey		Larry
Criminal		Mike

#021 The Comedian and Nite Owl

Qualifying Name	OR	Qualifying Real Name
The Comedian		Edward Blake
Nite Owl		Dan Dreiberg

#022 Silk Spectre and Dr Manhattan

Qualifying Name	OR	Qualifying Real Name
Silk Spectre		Laurie Juspecky
Dr Manhattan		Jon Osterman

#023 Ozymandias and Bubastis

Qualifying Name	OR	Qualifying Real Name
Ozymandias		Adrian Veidt
Bubastis		Bubastis

#024 Nite Owl and Rorschach

Qualifying Name	OR	Qualifying Real Name
Nite Owl		Dan Dreiberg
Rorschach		Walter Kovacs

#025 Dr. Manhattan

The last sentence of Atomic Disassembly reads: "On a result of 1-2, destroy the nearest 3 objects (including objects held by opposing characters and those in squares occupied by characters); on a result of 3-4, the nearest area of elevated terrain becomes grounded terrain until the end of the game; on a result of 5-6, the nearest area of blocking terrain is destroyed."

The third sentence of Clear the Skies begins: "When using Pulse Wave as a free action, the area of effect is Dr. Manhattan's range value..."

#026 Jon Osterman: Dr. Manhattan

This figure has the Watchmen team symbol on his base.

Web of Spider-Man†

#012 Puma

The keyword "M.O.D.O.K.'s 11" is "MODOK's 11".

#018 Carnage

Carnage has the "Maximum Carnage" keyword.

Symbiote Blade reads "Whenever Carnage makes a close or ranged combat attack, you may roll a d6. If you do, Carnage's damage value becomes the result and is locked until the attack resolves."

#019 Chameleon

The keyword "M.O.D.O.K.'s 11" is "MODOK's 11".

#032 Vector

Kinetic Control reads: "Vector can use Telekinesis. Opposing characters within 3 squares may be placed by Vector with Telekinesis as if they were friendly characters. Opposing characters that are placed in this way may be dealt 1 damage after the action resolves."

#035 J. Jonah Jameson

Spider-Man's a Menace reads: "Characters within line of fire possessing the Spider-Man team ability are not wild cards."

The character using the Spider-Man team ability immediately stops using it (and any copied team abilities) when J. Jonah Jameson can draw a line of fire to it, even if that is in the middle of an action. Any effects that the copied team ability have already caused (such as an action not counting toward the allotted actions for the turn) would not be reversed.

While a character using the Spider-Man team ability is within J. Jonah Jameson's line of fire, it is considered to not be copying any friendly team ability.

#038 Noh-Varr

Traitor to All reads "During your first turn, you may choose that Noh-Varr loses all keywords this game. If you do, modify his attack value by +1 this game."

#042 Bullseye

The first sentence of Any Object A Weapon reads: "Bullseye can use Super Strength, but he can't pick up or hold heavy objects."

I Never Miss reads: "Characters targeted by Bullseye can't use Shape Change or Super Senses for that attack."

#044 Rocket Racer

The keyword "M.O.D.O.K.'s 11" is "MODOK's 11".

#050 Red Hulk

The first sentence of Major Earthquake reads: "Give Red Hulk a power action and make a close combat attack targeting each other character (including friendly characters) within 3 squares."

#051 The Spot

Out of the... Spots? reads: "Once per turn, before The Spot is given a close combat action, you may place him in any square within 6 squares and line of fire that's also adjacent to a wall, blocking terrain or is a grounded square adjacent to elevated terrain."

The keyword "M.O.D.O.K.'s 11" is "MODOK's 11".

#056 Mysterio

Mind-Numbing Gas reads: "Opposing characters that occupy a square with a hindering terrain marker placed by Mysterio at the beginning or end of an action can't use Indomitable, Super Senses, or Willpower until the end of that turn."

#059 Iron Man/War Machine

All-Out Assault's first sentence reads "Once per game, give Iron Man/War Machine a double power action."

Qualifying Name	OR	Qualifying Real Name
Iron Man		Tony Stark
War Machine		James Rhodes

#061 Spider-Hulk

Roof Rip reads: "Give Spider-Hulk a power action if he occupies elevated terrain. All elevated terrain and any higher level of elevated terrain completely contained within the same continuous border as Spider-Hulk becomes hindering terrain of one lower level, and deal each other character occupying an affected square 2 damage."

#062 Doppelganger

Doppelganger has the "Maximum Carnage" keyword.

#064 Cosmic Spider-Man

Cosmic Spider-Man's attack power should read: "Psychic Webbing: Cosmic Spider-Man can use Incapacitate. If he hits, he can use Telekinesis option 1 as a free action targeting one of the characters hit by Incapacitate."

Cosmic Spider-Man has the  speed symbol instead of .

#100 Spider-Man

Web Swing Through the City ends: "...ends his movement occupying a square of elevated terrain on the rim."

#104 Daken

Clicks 2 and 4 have a defense value of 16. Click 6 has a defense value of 15.

DC HeroClix Classics 1†

The following table maps HeroClix Classic characters to their original printing. Please see the original character for any errata or clarifications

#1-01	The Batman	 #004
#1-02	Two-Face	 #021
#1-03	Penguin	 #007
#1-04	The Caped Crusader	 #002
#1-05	The Joker	 #019
#1-06	Commissioner Gordon	 #020
#1-08	Robin	 #005
#1-22	Scarecrow	 #010
#1-23	Bane	 #012
#1-24	Mr. Freeze	 #023

Brightest Day†

#005 Captain Boomerang

The end of Boomerang's Path reads: "...Make a ranged combat attack and compare the result to each opposing character occupying a chosen square. Each character hit this way is dealt 2 damage. This attack does not target."

#007 Osiris

Quest for Black Adam reads "Once per game, when Osiris hits with a critical hit that hasn't been re-rolled..."

DC 75th Anniversary†

#014-016 Beast Boy

Morph: Beast Boy reads: "Give Beast Boy a move action that deals no pushing damage. After actions resolve, replace him with any character with this trait but a different collector's number on the same click number. Existing action tokens and action tokens for that action are applied to the replacement."

When the power refers to "a move action that deals no pushing damage" this means that the token given from this move action will not result in pushing damage, even if it is the second token on that character.

#019 Ruling-Caste Dominator

The name of this figure should read as "Ruling-Caste Dominator" on the base.

#024 Detective Chimp

The symbol on the card for Long Arms (Plasticity) is  instead of .

#025 Sargon The Sorcerer

Illusionary Swap reads: "...any two heavy or light objects in the game with each other, as long as one of the objects occupies or is

being held by a character..." instead of "any two non-Immobile objects in the game with each other, as long as one of the objects occupies or is being carried by a character..."

#031 Batman

The first sentence of Smoke Cloud Maneuver ends: "...he can use Smoke Cloud as a free action until the beginning of his next turn."

#043 Larfleeze

The last sentence of Orange Constructs reads: "Larfleeze considers characters adjacent to or in the same square as an Orange Construct object to be adjacent to Larfleeze for Poison and close combat purposes."

When Orange Construct objects are moved with the Orange

Constructs trait, they move as characters with the  speed symbol for terrain purposes.

Summon the Orange Lantern Corps begins: "Once during your turn, you may give Larfleeze a free action and place an Orange Construct object on the map within 6 squares and line of fire."

#045 Scar

When Undead Guardian of the Black is used to heal a figure, that healing is not from Steal Energy.

#046 John Stewart

The Architect reads: "Once during your turn, if John Stewart has no action tokens, he can use Barrier as a free action until the beginning of his next turn, but places only 2 blocking terrain markers."

#051 Wonder Woman

Cavalry Charge! reads: "Wonder Woman can use Charge. When she is given a power action to use Charge, she ignores opposing characters and hindering terrain for movement purposes, and after actions resolve, any number of adjacent opposing characters may be knocked back two squares."

#052 Batman

Rooftop to Rooftop reads: "Batman can use Leap/Climb. Once per turn, if Batman has no action tokens, he can be given a move action as a free action if he ends his movement occupying a square of elevated terrain on the rim."

#055 Beast Boy

See #014-#016 Beast Boy.

#057 Bane

The first sentence of Venom Pump reads: "Once during your turn as a free action, you may choose 1, 2 or 3."

#059 Wonder Twins

The information on the Bucket of Water reads: "(Bucket of Water special object. 0 points, Light Object. When not held, a square containing this object is not considered hindering terrain because of this object, it is considered water terrain instead.)"

Wonder Twin Powers, Activate! begins: "Once during your turn as a free action, for each Wonder Twin you may choose one form listed below. This character can use the powers and possesses the combat symbols and values associated with those forms until the next time you choose forms."

#100 Sinestro

Sinestro does not have a ☆ symbol on his base.

#105 Icemaider

The name of this figure should read as "Icemaider" on the base.

#W04 Hal Jordan

Hal Jordan has a ☆ symbol on his base.

Uniter of All Corps reads: "When you build your force, you may choose a keyword with "Lantern" in the name, or Indigo Tribe or Sinestro Corps. Hal Jordan possesses that keyword this game in addition to his other keywords."

#W08 Wonder Woman

Wonder Woman has a speed value of 6 on click #10.

The second sentence of White Rush begins "When she is given an action to use Charge..."

Giant-Size X-Men†

#001 Madrox

The More the Merrier reads: "Madrox can use Flurry, but only if another friendly character whose name includes 'Madrox' or 'Multiple Man' is adjacent to the target of his first attack using Flurry."

#012 Cypher

Crack Enemy Communications causes the figures to copy the team ability in the same ways as a wild card.

The choice for the Thunderbolts additional team ability is always made before the choice for Crack Enemy Communications. When Cypher acquires the Thunderbolts team ability, he uses the team ability which has been chosen by the player using Thunderbolts.

#018 Caliban

The keyword "Horsemen of the Apocalypse" is "Horsemen of Apocalypse".

#033 Blob

The Immovable Object reads: "Blob can't be knocked back, carried, or placed by Telekinesis."

#036 Professor X

In Contact with Cerebro reads: "If Professor X is in your starting area, he can draw lines of fire and count range and squares for his Speed, Attack, and Damage powers and the powers those allow him to use from the square of any single friendly character with whom he shares a keyword."

I've Learned Your Secrets has ☆, not ☆.

#046 Juggernaut

The second sentence of Nothing Can Stop the Juggernaut reads: "When he moves due to his own action along a straight horizontal or vertical path, he ignores all terrain for movement purposes except elevated terrain for that action."

#051 Hulk

The second sentence of Here's Your Friend Back begins: "If it hits a character..."

#055 Cable/Deadpool

If Choose Me! I am Way Cooler is no longer on the dial, its effects end immediately. However since the choice of either Cable or Deadpool is only made once per game, if the power returns to the dial you must continue to use the choice already made.

Qualifying Name	OR	Qualifying Real Name
Cable		Nathaniel Summers
Deadpool		Wade Wilson

#056 Colossus/Wolverine

Qualifying Name	OR	Qualifying Real Name
Colossus		Piotr Rasputin
Wolverine		James Howlett

#057 Cyclops/Phoenix

Slym and Redd reads: "They can be given up to two free actions..."

#100 Jamie Madrox

Worldly Dupes reads: "When you build your force or when Jamie Madrox is placed on the map, choose one of these keywords: Celebrity, Detective, Martial Artist, Police, Politician, Reporter, Scientist, Soldier, Spy, or Warrior. Jamie Madrox possesses that keyword this game."

Qualifying Name	OR	Qualifying Real Name
Cyclops		Scott Summers
Phoenix		Jean Grey

#056 Gambit/Rogue

Qualifying Name	OR	Qualifying Real Name
Gambit		Remy LeBeau
Rogue		"Anna Marie"

#G05 Nemesis

Bio Nuclear Blast's third sentence reads: "Make a ranged combat attack that does not target, and compare the result to each other character occupying a square along that line of fire, or a square adjacent to that line of fire but still within his range."

Cracked Containment Unit reads: "Nemesis can use Pulse Wave. If he does, the area of effect is his range value, and his damage value becomes his printed damage value and is locked."

#G06 Frost Giant

Spear Throw begins "Once per game as a ranged combat action..."

#G09 Sentinel Mark V

The first trait ends "...starting line."

Captain America†

#003 HYDRA Agent

The starting line is green.

The color of the attack power on clicks #2 and #3 is orange (Energy Explosion).

#010 Mentallo

The color of the defense power on clicks #1 and #2 is orange (Toughness). The color of the defense power on clicks #3 though #6 is red (Super Senses).

#014 Luke Cage

This character has the real name: Luke Cage.

#019 Yelena Belova

Play All the Sides reads: "When you build your force, choose either HYDRA or S.H.I.E.L.D. Yelena Belova possesses that keyword and team ability this game."

#030 Falcon

The last sentence of Redwing reads: "When Falcon is KO'd, remove Redwing from the game."

#034 Quake

Remove the first "Give" from Bring Down the House.

#038 Cobra

No Essssscape reads: "Characters can't ignore or automatically break away from Cobra; Instead they add 2 to their breakaway rolls."

#040 Captain America

The second sentence of The Shield reads "When used in a ranged attack, Captain America may target up to two characters and deals 3 damage to each hit character."

#041 Mr. Immortal

Dying Is What I Do Best! begins "When Mr. Immortal would be KO'd,".

#045 Fixer

For Cobble Any Object Into a Weapon the object that Fixer brings into the game must be legal for the format of the game being played. For example, if playing a modern age game, the object he brings in must be a modern age object; if playing a sealed game, the object he brings in must have been pulled from the boosters used by Fixer's controller.

#049 Maelstrom

Remove the period after the  symbol in The Rest of the Universe Stops For Me.

#056 Squirrel Girl

Monkey Joe reads: Squirrel Girl begins the game with Monkey Joe attached. While Monkey Joe is attached, Squirrel Girl can use Super Senses. When Monkey Joe would be KO'd, instead reattach him to Squirrel Girl. When Squirrel Girl is KO'd, remove Monkey Joe from the game.

The last sentence of Monkey Joe reads: "When Squirrel Girl is KO'd, remove Monkey Joe from the game."

#058 Human Torch

Nova Blast's first sentence reads "Give Human Torch a double power action."

#059 Weapon X

Once this character is clicked to click #5, it can't be healed back above that click.

Breaking Out of the Tank can't be ignored.

Breaking Out of the Tank begins "Weapon X begins the game with the Fluid Tank attached. As long as the Fluid..."

#060 Captain America

Thawing From the Ice can't be ignored.

Once this character is clicked to click #5, it can't be healed back above that click.

The first sentence of Second Deflection reads: "When Captain America targets a character with a ranged combat attack, he may target an additional character within 3 squares and line of fire from the first character, and divide the damage between the hit characters."

Gears of War 3†

#003 Augustus Cole

Trashball Star reads: "Augustus Cole can use Flurry. When he uses the Throw a Grenade ability, rolls doubles and hits any opposing character with the grenade, do not reduce the number of grenades in the grenade pool."

#009 General RAAM

The special power "Greande Scatter" is named "Grenade Scatter" instead.

Grenade Scatter reads: "When General RAAM is given a move action, he can use the Throw a Grenade ability as a free action after the move action is resolved."

The second sentence of Troika Blasts and Clouds of Kryll reads: "Once per turn, if General RAAM has no action tokens he can use Smoke Cloud as a free action until the beginning of his next turn."

Halo†

#001-045 All figures

The weapons listed in parentheses are not part of the figure name.

#011 Flood Infection

Swarm begins: "Flood Infection can use Poison."

#013 Master Chief

This figure has a common rarity.

#016 Elite

Remove the "Anti-Armor Ammunition" from the text of Anti-Armor Ammunition.

#026 Grunt

Sticky Grenade reads: "Grunt can use the Throw a Grenade ability as a ranged combat action instead of a power action."

#030 Elite Honor Guard

Guardian Defender reads: "Elite Honor Guard can use Toughness. Once per turn, when an adjacent friendly character is hit by an opposing character's attack, after the action resolves Elite Honor Guard may deal 2 damage to the opposing character if it is adjacent to Elite Honor Guard."

#034 Master Chief

This figure has a super rare rarity.

#038 Master Chief

Remove the “Bring Down the Hammer” from the text of Bring Down the Hammer.

Bring Down the Hammer has a  symbol, not a  symbol.

Remove the  symbol from the base.

#044 Master Chief and Arbiter

Qualifying Name	OR	Qualifying Real Name
Master Chief		Master Chief
Arbiter		Arbiter

#045 Master Chief

There is a  symbol on the base.

Superman

#035 Magog

Excessive Force reads: "Once per turn, when Magog KO's an opposing character, after actions resolve Magog may take one action as a free action."

#047 Flash

The second sentence of Time Jump reads: “Then, at the beginning of your turn, you may place Flash (with no action tokens) anywhere on the map if you control another character.”

The third sentence of Time Jump reads: “If there are no other friendly characters on the map while he is removed from the map, he is KO'd.”

#050 Imperix

The first sentence of Planetary Destruction reads: “After choosing starting areas, you may place 3 "DRILL" special terrain markers on the map outside of starting areas..

#052 Darkseid

The last sentence of Boom Tube Invasion reads: “One character of 125 points or less that shares a keyword with Darkseid and was carried by him this turn may be given a non-free action if it has not already been given one this turn.”

#053 Zod

Kneel Before Zod! Will deal the penetrating damage to figures which had 2 tokens before the power was used.

#054 Black Adam

The keyword “The Society” is “Society”.

#058 Kal

Starmetal Armor has a  symbol, not a  symbol.

There's No One Else Who Can End This reads: “If Kal is the only character on your force remaining on the map, modify his combat values by +1.”

#102 Manhunter Grandmaster

Manhunter Grandmaster is required to use Regeneration from But I Want to Die.

The Incredible Hulk

#041 Ka-Zar

Qualifying Name	OR	Qualifying Real Name
Ka-Zar		Kevin Plunder
Zabu		Zabu

#043 Hulk

The last sentence of Peace of the Outback reads: "If you do, Hulk's target can't use defense powers for that attack."

#049 Hulkmariner

The first entry in the table for Revert: Namor is #009, not #038.

#050 Mighty Thorr

The first entry in the table for Revert: Thor is #038, not #002.

The second entry in the table for Revert: Thor is #002, not #005.

#208 General Thunderbolt Ross

The first sentence of Call in the Air Strike reads “Once per game, give General Thunderbolt Ross...”

Lord of the Rings†

#001 Frodo

The first sentence of Heart of the Fellowship reads: "Give Frodo an epic action and choose up to one adjacent friendly character per 100 points of the game's build total."

#003 Aragorn

Through the Wild reads: "Give Aragorn an epic action and all friendly characters can use Leap/Climb until your next turn, and at the end of your turn, one friendly character per 100 points of the game's build total may be given a move action as a free action if they have not been moved or placed this turn."

#004 Legolas

The second sentence of Flank reads: "Legolas may use Phasing/Teleport to move as if he has a locked speed value of 12, but only through squares on the edge of the map."

#018 Gandalf the Grey

The first sentence of You Shall Not Pass! reads: "Give Gandalf the Grey an epic action and place up to 1 SPECIAL marker per 50 points of the game's build total in squares of either the row or column that Gandalf occupies."

You Shall Not Pass! ends with “These markers remain until the beginning of your next turn.”

#019 Saruman

The first sentence of An Army Worthy of Mordor reads: "Give Saruman an epic action and choose up to 1 character per 200 points of the game's build total."

#022 Merry and Pippin

Qualifying Name	OR	Qualifying Real Name
Merry		Meriadoc Brandybuck
Pippin		Peregrin Took

#023 Frodo and Sam

Qualifying Name	OR	Qualifying Real Name
Frodo		Frodo Baggins
Sam		Samwise Gamgee

#202 Strider

Leaving Decoys reads: "Give Strider an epic action; for each 200 points of the build total, choose up to one friendly character next to an opposing character, place the friendly character in an unoccupied square adjacent to Strider but not adjacent to any opposing character, and place a hindering terrain marker in the square formerly occupied by the friendly character."

#203 Esquire of Rohan

The last sentence of Scatter the Foe reads: "Choose a stack of opposing horde tokens, remove up to one horde token from it for each 200 points of the build total, and place it in its owner's starting area."

Scatter the Foe may be used to remove every token from a stack if the build total is high enough. If this is done, nothing is placed into the starting area.

#208 Sauron

The first sentence of Frozen with Fear reads: "Give Sauron an epic action and choose up to one opposing character for each 200 points of the build total."

Star Trek: Tactics

#004 U.S.S. Equinox

This ship possesses the  symbol.

The Infinity Gauntlet

#002 In-Betweener

This figure has a silver ring on its base.

When using Polar Opposite Attack you can't pick and choose which powers you get to use from the other character. You will gain the use of all of the standard powers.

#003 Champion

This figure has a silver ring on its base.

Fight ME! I Have No Need of Allies reads: "Opposing characters modify their attack values by -1 when attacking another character friendly to Champion. Modify Champion's attack value by -1 if there's another character on your force remaining on the map."

#004 Gardener

This figure has a silver ring on its base.

#005 Runner

This figure has a silver ring on its base.

#006 Collector

This figure has a silver ring on its base.

#007 Grandmaster

This figure has a silver ring on its base.

#008 Thanos

This figure has a silver ring on its base.

#009 Terraxia

This figure has a silver ring on its base.

This figure has a  on its base to the right of the 0.

Galactic Guardians

#004 Skrull Rebel

The point cost on the character card is 30.

#012 Charlie-27

This character's card has the  on the card for the THICK SKIN (Invulnerability) Power.

#014 Astral Dr. Strange

There is a yellow starting line to the left of click #7.

#015 Nova Corps Centurion

The first sentence of Share Through the Worldmind reads: "Friendly characters with the Nova Corps keyword can use Ranged Combat Expert, but using it modifies their damage value or attack value only by +1."

#022 Xavin

The second sentence of One Powerset at a Time reads: "If you do, at the end of your turn, if Xavin is not KO'd, return him to the click he began the turn on."

#023 Blastaar

For Negative Zone Prison Break, the chosen character is returned on the same starting line it used when it first entered the game.

#027 Hulk

The experience level of this figure is alter-ego.

#028 Dr. Strange

There is a  symbol on the base.

#029 Morg

There is a  symbol on the base.

#043 Stranger

The Size I Need To Be reads: "...possesses..."

#049 Thanos

The second sentence of Teleport My Greatest Enemies reads: "Give Thanos a power action and place the two highest point value target opposing characters in squares adjacent to Thanos."

For Teleport My Greatest Enemies, if Thanos can't target the two highest point value characters, then he can't use this power.

For Teleport My Greatest Enemies, Thanos must be able to place the targets adjacent to himself. If he can't, then he can't use this power.

#100 Super-Nova

The first sentence of Share Through the Worldmind reads: "Friendly characters with the Nova Corps keyword can use Ranged Combat Expert, but using it modifies their damage value or attack value only by +1."

#102 Hulk

Fully Split from Banner reads: "After choosing starting areas, you may place in your starting area a Bruce Banner bystander token as described on the back of this card."

#201 Nova

The second sentence of The Human Rocket reads: "When he uses it and moves at least 3 squares and in a direct line, modify his damage value by +1."

#G01 Galactus

When used in a tournament, the person fielding Galactus must offer the same figure each round as his choice for herald.

The free actions used in the You Shall Not Harm My Master ability may activate the same effect repeatedly.

The fourth sentence of My Herald reads: "The chosen Herald is added to your force at the beginning of your first turn."

The fifth sentence of My Herald reads: "Your chosen Herald possesses the Power Cosmic team ability, the  symbol, and modifies their combat values by +1."

#G02 Ziran The Tester

Click #6 for Testing reads: "at least 5 different team abilities?"

Click #9 for Testing reads: "a character that can use Enhancement on their opening click?"

The Celestial trait may not be used when played at the 300 point level.

When facing multiple opponents, each test is checked against each team. If all teams fail, the 2 damage may be given to any figure on any team.

All damage from the Testing is dealt at one time.

G05 Uatu The Watcher

The first sentence of I Am Only a Watcher (50 points) reads "When placing characters at the beginning of the game, place Uatu The Watcher anywhere on the map that's at least 2 squares away from any starting area."

#G06 Dormammu

Lord of the Dark Dimension reads: "Dormammu can use Probability Control. Friendly characters ignore the Mystics Team ability."

Galactic Guardians Annihilators

#005 Beta Ray Bill

Chain Lightning begins: "When Beta Ray Bill..."

The Avengers Movie

#003b Agent Of S.H.I.E.L.D.

This figure has a blue starting line to the left of click 7.

#008b Skrull Commando

This figure has a blue starting line to the left of click 7.

#211 Loki

He Strikes From Within causes Loki to use the team abilities in the same ways as a wild card.

Dark Knight Rises

#004A Arkham Asylum Inmate

Safety in Numbers says "Arkham Asylum Inmate" instead of "Arkham Inmate" in the first sentence.

#016 Salvatore Maroni

The last sentence of I Got People Everywhere reads: "When he does, he ignores the effects of characters and terrain on line of fire and if his target has the Gotham City Underworld keyword, modifies Salvatore Maroni's attack value by +2."

#019 The Joker's Henchman #2

Take Another Shot! says "The Joker as Sgt." instead of "Sgt. Joker" in the first sentence.

#100 Batman

We're In This Together says: "When you build your force, if there is another character on...." in the first sentence.

#103 Bane

This figure has a silver ring on its base.

#203 Catwoman

The object that is removed is the one which was adjacent at the beginning of the action used to activate the power.

2012 Exclusive Figures

#D-002 Martian Manhunter

This character has the  symbol indicating Super Strength on his character card.

D-004 Superman and Superman

Through the Sun begins: "Give Superman and Superman a power action and move them up to 8 squares in a direct line, automatically breaking away."

The last sentence of Look, Up In the Sky reads: "The attack now targets Superman and Superman, even if they are otherwise an illegal target."

Qualifying Name	OR	Qualifying Real Name
Superman		Clark Kent or Kal-El
Superman		Clark Kent or Kal-L

Chaos War

#010 Donald Blake

The second sentence of Thor, God of Lightning reads: "If you do, after actions resolve, even if this power is lost, deal 1 damage to each adjacent opposing character."

#047 Mr. Sinister

Create New Marauders says: "When you build your force, friendly characters possess..." in the first sentence.

#054 Hawkeye and Mockingbird

Trick Arrows and Battle Staves reads: "Hawkeye and Mockingbird can use Energy Explosion, Incapacitate, and Smoke Cloud. They can use these powers normally, or they may be given a power or ranged combat action as a free action instead of a ranged combat attack when using the Duo Attack ability to use one of these powers."

#102 Invisible Woman

In the "The Peacemaker" power, the "both" refers to the opposing character and the other friendly character.

"The Peacemaker" may be used even if one or both of the characters are on their first clicks.

#200 Giant-Man

Pym Particles, Grow begins: "Once per game, give Giant-Man a free action..."

#204 Space Phantom

The last sentence of Dimension Swap reads: "When he does, he can use that countered standard power as long as it's countered."

Star Trek Away Team†

#007a Ensign Pavel Chekov

This character's dial begins on the blue starting line.

#007b Ensign Pavel Chekov

This character's dial begins on the yellow starting line.

DC 10th Anniversary

#004 Green Lantern

The second sentence of Construct begins: "When he does, attach the Construct to him after actions resolve and he may make a close combat attack targeting a character adjacent to a square with one of these Barrier markers in it as a free action."

#007 Nightwing

A Leader on any Team says: "During your first turn, choose a friendly character's keyword;..." in the second sentence.

Marvel 10th Anniversary

#006 Marvel Girl

The second sentence of Dark Phoenix begins: "When Marvel Girl would be KO'd..."

#014 Emma Frost

Secondary Mutation reads: "When this power appears, stop turning the dial, and you may choose to click Emma Frost to click #8. Emma Frost can use Super Senses."

Emma Frost can't be healed past click #8.

#019 Magneto

The second sentence of Master of Magnetism begins: "When he uses either and hits, attach the Magnetic Debris to him after actions resolve."

TabApp

#M-002 Thor

The second sentence of Mjolnir's Song reads: "During the move, he may be given a ranged combat action as a free action."

Assassin's Creed: Brotherhood†

#001 Ezio Auditore de Firenze

This figure has a silver ring on its base.

#003 La Volpe

This figure has a silver ring on its base.

#005 Cesare Borgia

This figure has a silver ring on its base.

Assassin's Creed: Revelations†

#002 Prince Ahmet

This figure has a silver ring on its base.

#003 Yusuf Tazim

This figure has a silver ring on its base.

#005 The Bombardier

The second sentence of Mace Slam begins: "Give The Bombardier a move action and after actions resolve, ..."

Batman

#042 Batwing

In Aerial Maneuvers, the word "Toughnes" is "Toughness."

#046 Geo-Force

The third sentence of Earthshock reads: "If you hit, the opposing character can't target characters friendly to Geo-Force until the Earthen Fist has been destroyed or reattached."

The Earthen Fist is blocking terrain, but it is not a blocking terrain marker.

When the Earthen Fist is destroyed, it is not removed from the game, so it may still be reattached.

#049 Socialist Red Guardsman

Runaway Reactor ends: "... and when he uses Pulse Wave you may choose to have the area of effect be his range value; when you do either, deal him 1 unavoidable damage after the attack resolves."

#052 Booster Gold

The second sentence of The Advantage of Time Travel reads: "When he uses it for his own attack roll, he may use it again during that attack as long as the rerolled value is higher than the previous ignored value."

#053a Batman

The first sentence of Flock of Bats begins: "Give Batman a free action to attach an adjacent friendly Flock of Bats to his base or remove an attached Flock of Bats and place it in an adjacent square..."

#053b The Caped Crusader

Allies In Darkness begins: "When The Caped Crusader has less than 3 Flock of Bats attached, a friendly Flock of Bats may end its move in the same square as him..."

Allies In Darkness ends "If The Caped Crusader is KO'd with a Flock of Bats attached, place any attached Flock of Bats in an adjacent square before removing him from the game."

I Shall Become A Bat reads: "Give The Caped Crusader a free action to switch places with any friendly unattached Flock of Bats on the map, even if the Flock of Bats didn't start the game attached to The Caped Crusader."

A Flock of Bats which begins the game attached to The Caped Crusader is not considered to be on the force when determining a themed team.

#054 Voodoo

Mind Lock gives Voodoo a +2 to attack for any Mind Control attack she makes.

#099A Flock of Bats (Black)

If this character takes damage, it is KO'd.

While attached to another character, this character is still a character.

#099B Flock of Bats (Brown)

If this character takes damage, it is KO'd.

While attached to another character, this character is still a character.

#099C Flock of Bats (Grey)

If this character takes damage, it is KO'd.

While attached to another character, this character is still a character.

#100 Nightwing and Batgirl

Complementary Combat Skills reads: "When Nightwing and Batgirl use the Duo Attack ability, they may use Flurry as a free action instead of each attack."

#201 Batman

Carry You To Safety begins: "When Batman uses the Carry ability to carry a character..."

#V002 Batwing

Replace the word Batplane with the Batwing in the Airdrop and Overwatch pilot abilities.

#V003 Invisible Jet

The Purple Ray Rejuvenation pilot ability read: "...one carried character who has no action tokens may immediately be given a non-free action this turn."

You can't give a figure a double power action after using Purple Ray Rejuvenation ~~because that would violate the Rule of Action Tokens.~~ (Clarification: the ruling stands, but the reason is not because of the Rule of Action Tokens)

#V004 GCPD Cruiser

Remove the word "penetrating" from the Clear the Streets pilot ability.

#V005 Military Tank

Military Tank's character card has a yellow experience level.

#V006 Haunted Tank

The first sentence of "Jigsaw Tank" Mechanics reads: "Haunted Tank can use Support, but it can only target characters with the Vehicle keyword; when it does, modify either the result of the 2d6 roll or the amount healed by +1 for each object adjacent to it."

#V007 The Bug

Hazardous Environment Support reads: "Give The Bug a move action and after actions resolve, if The Bug carried at least one friendly character, The Bug can use Support as a free action, modifying the result of the 2d6 roll by +1 for each character carried."

If one of the pilot abilities is used to redirect unavoidable damage to a different dial, then if that dial is KO'd, any remaining damage is not applied.

Batman Fast Forces

#005 Alfred Pennyworth

This character does not have a 🦇 symbol on the base.

The Hobbit

#002 Gandalf

The second sentence of Let's Have the Contract begins: "If Gandalf uses Perplex to target another friendly character with whom he shares a keyword..."

I am Gandalf, and Gandalf Means Me! reads: "During your first turn, you may choose 1 keyword possessed by another character on your force. Gandalf possesses that keyword this game in addition to his other keywords."

#008 Grinnah the Goblin

Remove the ', ' from Have Your Scent.

#201 Bilbo Baggins

Remove the second "a different" from Cut Loose the Dwarves.

Cut Loose the Dwarves reads: "Give Bilbo Baggins an Epic Action. For every 200 points of the build total, he may remove up to one

action token from a different adjacent character, and modify that character's speed and attack values by -1 until the end of the turn."

No Man's Land

#004 Poison Ivy

Under Control Over All Vegetation, Entanglements reads: "Poison Ivy can use Incapacitate as a free action to make a close combat attack targeting all opposing characters that are adjacent to a Plant object."

#006 The Joker and Harley Quinn

Qualifying Name	OR	Qualifying Real Name
Joker		
Harley Quinn		Dr. Harleen Quinzel

Streets of Gotham

#002 Lady Blackhawk

Lady Blackhawk's character card has a red experience level.

#011 Dr. Hurt

This figure has a silver ring on its base.

#015a Renee Montoya

The background color of the collector number on the character card is green.

Divide the Enforcers From the Bosses reads: "Opposing characters within 6 squares can't use Leadership or the Carry ability."

#015b The Question

The background color of the collector number on the character card is green.

#018 Hawk

There is a  symbol on the card.

#027 Guy Gardner

I Carry This Team begins: "When Guy Gardner is adjacent to a character with whom he shares a keyword..."

#028 Vixen

The first sentence of Tantu Totem reads: "Give Vixen a free action and she can use any one standard power possessed by any one character on the battlefield with the Animal keyword until your next turn and as long as that character possesses the power."

#033 Superman

Superman does not have a  symbol on his base.

#036 Spartan Warrior Spirit

This character's range is 5[†].

#049 GCPD Motor Officer

In Special Training, "#V003 GCPD Motor Cruiser" is "#V003 GCPD Motorcycle."

#051 Batman

Alpha Male is evaluated on a per character basis. A character who can target neither Batman nor the adjacent character may still make an attack which targets another character.

Streets of Gotham: Fast Forces

#003 Huntress

In Contact with Oracle reads: "...she may modify any one of her combat values..."

#004 Black Canary

In Contact with Oracle reads: "...she may modify any one of her combat values..."

#005 Hawk

The semi-colon (;) in this characters trait is a period (.).

#006 Dove

The semi-colon (;) in this characters trait is a period (.).

Star Trek: Tactics 2‡

#003 R.I.S. Praetus

The last sentence of Orbital Mines reads: "When these hindering terrain markers are removed, you may deal 1 penetrating damage to each opposing ship occupying or adjacent to any one of these marker's square."

#025 Rav Laerst

The name of the trait is Defensive Penetration.

#031 U.S.S. Enterprise-D

The first sentence of Saucer Separation reads: "U.S.S. Enterprise-D can use Hypersonic Speed; when it does and moves, place a bystander token as described on this card in the square it occupied."

Amazing Spider-Man

#007 Johnny Blaze

When a character is KO'd, it is immediately removed from the map. Therefore, the line of fire Johnny Blaze needs for his The Blood of Innocents power wouldn't be blocked by the KO'd character.

#015 Werewolf By Night

The second sentence of Full Moon reads: "On a result of  - , Werewolf By Night can use Shape Change."

#020 Rhino

Head Down, Horn Up's second sentence begins: "When he does, he automatically breaks away and if he moves in a direct line and hits a character..."

#021 Electro

Arc Lightning ends: "...replacing his range value with his printed range value minus the number of hits he has made this turn with this power."

#023 Wong

Master and Servant reads: "When Wong is adjacent to a friendly character named Dr. Strange, modify Wong's attack value by +1 and

Dr. Strange's defense value by +1 if not already modified by this effect."

#029 Demogoblin

REPENT! reads: "When Demogoblin hits an opposing character and actions resolve, that character's controller chooses one: give that character two action tokens; or that character's defense powers are countered until your next turn."

#037 The Ancient One

The Original Sorcerer Supreme allows you to reroll any roll, but you must reroll all of the dice of that roll.

#038 Carrion

Red Dust of Death reads: "...and adjacent opposing characters of 100 or more points..."

#040 Blackheart

Dark Thunder reads: Blackheart begins the game with one Red Gargoyle and one Blue Gargoyle attached. Give Blackheart a power action and remove a Gargoyle from Blackheart and place it in an adjacent square. The chosen Gargoyle becomes a bystander token as described on this card. When a Gargoyle would be KO'd, instead reattach it to Blackheart.

#045 Terrax

Terrax does not need to draw a line of fire to the characters he is attacking when using Major Earthquake.

#101 Franken-Castle

Drill-Drone Gun may place multiple markers on a character. Each marker requires its own double power action for removal.

The last 2 sentences of Drill-Drone Gun read: "Even if this power is countered or lost, at the beginning of each of your turns deal 1 penetrating damage to each character marked in this way. Marked characters in this way may be given a double power action to remove the mark."

#204 Rhino

Rhino Charge's second sentence reads: "When he does, if he moves in a direct line..."

#208 Shocker

The fourth sentence of Directional Vibration reads: "Compare the result to each other character occupying a square along that line of fire, or a square adjacent to that line of fire but still within his range."

2013 WizKids Exclusives

#D-007 Phantom Stranger

This character has a silver ring on its base.

#D-010 Bat-Mite

Let Me Help! Reads: "Give Bat-Mite a move action; after actions resolve, roll a d6 that can't be rerolled. Place Bat-Mite's Idol in a square adjacent to Bat-Mite. On a result of  - , an opponent may choose the square and deal Bat-Mite's Idol 1 unavoidable damage. On a result of  - , you choose the square and Bat-Mite's Idol may make a close or ranged combat attack as a free action but can't be given a non-free action until your next turn."

TabApp Elite

#D-004 Superman

This character's collector number should be D-004, not D-001.

#D-005 General Zod

This character's collector number should be D-005, not D-002.

Iron Man 3

#006 Tony Stark

The name of the trait is Upgraded Armor.

#009 Iron Man Mk 17

The second sentence of Uni-Beam reads: "The ranged combat attack is made against all characters along the chosen path."

#016 War Machine

This character has  on its character card.

#104 Mandarin

In Capable Figurehead and Fraternity of there, the word "figure" is "character."

Teen Titans

#044 Gizmo

The second sentence of Tiny Tinkerer reads: "Give Gizmo a power action and place a standard light object from outside the game in an adjacent square."

#072 Burnout

Catch Fire reads: "Burnout can use Energy Explosion; when he does, damage dealt to untargeted hit characters is modified by +1."

Fear Itself

#020 Red She-hulk

Mighty Big-A\$\$ Sword reads: "Red She-Hulk can use Blades/Claws/Fangs. When she does, the attack does not generate knock back; and on a result of  - , after actions resolve, deal the same amount of damage to an opposing character adjacent to the target but not adjacent to Red She-Hulk."

#023 Mekk

Advanced Petrification ends: "...if they already have one or more action tokens."

#033 Angrir

Hammer Clobber ends: "...and you may place a standard heavy object in the square they occupied."

#200 Skadi

There is a yellow starting line to the left of click #3.

Pacific Rim†

#B101 Fighter Jet

This character has a printed range value of 6.

Bioshock†

#003 Boy of Silence

Boy of Silence's dial has a special power appearing in the speed slot of clicks 1-3.

#004 Daisy Fitzroy

Daisy Fitzroy's dial has a special power appearing in the damage slot of clicks 1-4.

#005 Commandant

Commandant's dial has a special power appearing in the attack slot of clicks 1, 4, and 5.

#011 Booker and Liz

<u>Qualifying Name</u>
<u>Booker Dewitt</u>
<u>Elizabeth</u>

Wolverine and the X-Men

#010 Shatterstar

For the X-Portal trait, add to the end: "That character can't be given a non-free action this turn."

#013 Multiple Man

Multiple Man's dial has a special power appearing in the attack slot of clicks 3-4. He does not have Telekinesis.

#014 Rictor

Seismic Shock reads: "Rictor can use Quake. He can use it normally, or he may instead use it to target each opposing character along a direct line of fire within his range. This line of fire ignores characters."

#020 White King

The second sentence of As Long As My Head Survives reads: "White King is removed from the map, and at the beginning of each of your turns, until White King is returned to the map, heal him of 1 damage."

#040 Hope Summers

Clarification: Hope Summers' Omega-Level Mutant power allows her to copy all powers possessed by the chosen adjacent character at the time the free action is given. If the dial changes, she keeps the pre-change powers. The chosen adjacent character's name is considered to be Hope Summers for the purpose of Hope Summers copying Special Powers possessed by that character- For Example: "Scarlet Witch can use Perplex and Probability Control" becomes "Hope Summers can use Perplex and Probability Control."

#041 Spiral

Change Dimensional Portal to read: "Give Spiral a double power action, remove all of her Gateway markers from the map and place 2 Gateway markers on the map. Place one in an adjacent square and the

other may be placed in any square on the map. Starting with your next turn, give a friendly character occupying the square of a Gateway marker a free action and place it in the square of the other Gateway marker."

#049 Black Queen

Spend My Life Energy reads: "Give Black Queen a free action, and until your next turn modify all her combat values by +1 or a chosen combat value by +2. If you do, at the end of this turn, deal her 1 unavoidable damage."

#050 Mojo

X-Babies reads: "When an opposing character targets Mojo with an attack and misses, modify that character's damage value by -2 until after they next hit an opposing character with an attack and that attack resolves."

#053 Professor X and Magneto

You're a Mutant, Too? reads: Professor X and Magneto can use Mind Control and Penetrating/Psychic Blast. Once per turn, when they hit with either one, after actions resolve they may use the other as a free action.

#057 Cyclops

The last sentence of Phoenix Force Blast reads: "You may divide Cyclops' damage among all hit characters and you may knock back any hit characters 2 squares."

#059 Colossus

Phoenix Effect reads: "When Colossus hits a character with a close combat attack and that character isn't knocked back, after actions resolve, deal 1 penetrating damage to that character and each other character along that direct line of fire. This line of fire ignores characters."

#066 Iceman

Glacial Wall reads: "Iceman can use Barrier. When he does, after actions resolve, make a close combat attack targeting each opposing character adjacent to a marker just placed. Each hit character is given an action token and is dealt 1 damage for each action token it now has, instead of normal damage."

#071 Cannonball

Ignition reads: "When Cannonball moves at least 3 squares in a direct line due to his own action, he can use Impervious and modifies his damage value by +1 until your next turn."

#080 Lockheed

Lockheed has Energy Explosion, not Pulse Wave.

#102 Nightcrawler

The last sentence of Shark to the Stomach reads: "For the rest of the game, even if this power is lost, that character can't use that power."

#201 Wolverine

Snikt! Snikt! reads: "Wolverine can use Blades/Claws/Fangs. Once per action, if the result of his d6 roll is lower than his printed damage value, instead of dealing damage, he may make another close combat attack against the same character."

Healing Factor reads: "At the beginning of your turn, Wolverine may activate Regeneration as a free action."

#205 Multiple Man

Has the “S.H.I.E.L.D.” keyword, not “SHIELD.”

#T003 Excalibur

Click 14 of the asset dial should have:  instead of any other symbols.

#T006 Hellfire Club: Inner Circle

White King’s asset ability reads:  **White King:** If an action token would be given to Hellfire Club: Inner Circle, instead no action tokens are given. When Hellfire Club: Inner Circle takes damage, after actions resolve, roll a d6 and turn the asset dial that many times clockwise.

Invincible Iron Man

#001b Silver Centurion

The Last Sentence of Pulse Bolt Torpedo ends: “...make a close combat attack roll against that character with an attack value of 11 and a damage value equal to the number of Acceleration tokens on this card, maximum 7, and these attack and damage values are locked.”

#201 Iron Man

Helmet Heads-Up Display is a Defense Special Power, not a Damage Special Power.