



Comic Modern Age Game Elements Errata & Clarifications

Provided is the errata and clarifications for the current Modern Age game elements. Each set is listed chronologically from oldest to newest-- however Exclusive figures and ATA's appear first (as they are not tied to a specific set). As sets are rotated out of Modern Age, the set will be removed and added to our Archive.

Any errata will be listed with an **E** in front of it. Clarifications on how an effect is to work will be listed with a **C** in front of it..

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DC HeroClix: Wizkids Exclusives & Monthly Organized Play

2012 Wizkids Exclusives

#D-002 Martian Manhunter

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

D-004 Superman and Superman

[E]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."

[E]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."

[E]Qualifying Name OR Qualifying Real Name

Superman Clark Kent or Kal-El

Superman Clark Kent or Kal-L

2013 WizKids Exclusives

#D-007 Phantom Stranger

[E]This character has a silver ring on its base.

#D-010 Bat-Mite

[E]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 [1]-[2], an opponent may choose the square and deal Bat-Mite's Idol 1 unavoidable damage. On a result of [3]-[6], 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."

Monthly OP Exclusives

#D15-001 Speedy

[E]Archer Extraordinaire Reads: When Speedy makes a ranged combat attack, modify his attack and damage values by +1. When Speedy hits with a ranged combat attack and actions resolve, he can use Incapacitate as a free action, but only to target hit characters.

Marvel HeroClix: Wizkids Exclusives & Monthly Organized Play

No entries for this set.

DC Heroclix: ATA's

JUSTICE LEAGUE INTERNATIONAL

[E]This additional team ability includes: "(This can only be used once per damage dealt.)"

LEAGUE OF ASSASSINS

[E]The first sentence reads "When it is not your turn, lines of fire drawn..."

THE SOCIETY

[C]If a character attempts to use Outwit against a Society member and the Outwit fails due to a successful roll of the team ability, the Outwit can be used against a different opposing character.

[E]The required keywords for this ATA are: "Secret Society of Super Villains or Society".

Marvel Heroclix: ATA's

GUARDIANS OF THE GALAXY

[E]Remove the following text from this additional team ability: "All characters on your force with the Guardians of the Galaxy keyword are assigned this feat and have the following team ability instead of any other team ability:"

HEROES FOR HIRE

[E]This team ability reads: "At the beginning of the game, place a number of HIRED tokens on this card equal to the number of characters using this team ability. Once per turn, you may remove a HIRED token from this card and one character using this team ability may make one close or ranged combat attack as a free action. Uncopyable."

HYDRA DEEP SCIENCE DIVISION

[C]The minimum squares is determined after all adjustments are applied.

[E]This team ability reads: "When an opposing character uses Outwit, Perplex, or Probability Control, modify its range value by -1 for each friendly character using this team ability. Reduce the minimum range value by the same amount, but no lower than 1."

INTELLIGENCIA

[E]This team ability reads: "If no friendly character is affected by an opponent's Outwit and/or Perplex, friendly characters that can use Outwit and/or Perplex and all characters using this team ability modify their range values by +2."

NEW MUTANTS

[E]The prerequisite for this additional team ability is "Generation X or New Mutants"

NEXTWAVE

[C]In the text of the team ability, "this character" refers to the character making the KO.

RUNAWAYS

[E]Remove the following text from this additional team ability: "All characters on your force with the Runaways keyword are assigned this feat and have the following team ability instead of any other team ability:"

SECRET WARRIORS

[E]The first sentence reads: "When you build your force, choose ..."

STRATEGIC HOMELAND INTERVENTION, ENFORCEMENT AND LOGISTICS DIVISION

[C]The maximum squares is determined after all adjustments are applied.

[E]This team ability reads: "When a friendly character using this team ability uses Outwit, Perplex, or Probability Control, modify its range value and the minimum range value for the power by +1 for each other friendly character using this team ability."

THUNDERBOLTS

[C]A player using this ATA may change their chosen team ability with each new round of a tournament.

[E]The first sentence reads "Once at the beginning of the game, choose any one Marvel team ability other than an additional team ability...".

DC Heroclix: 10th Anniversary

004 Green Lantern

[E] 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

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

Marvel Heroclix: 10th Anniversary

006 Marvel Girl

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

014 Emma Frost

[E] **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."

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

019 Magneto

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

DC Heroclix: Tab App

D-004 Superman

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

D-005 General Zod

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

Marvel Heroclix: Tab App

M-002 Thor

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

DC Heroclix: No Man's Land

004 Poison Ivy

[E] 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

[E] **Qualifying Name:** Joker; Harley Quinn

[E] **Qualifying Real Name:** Dr. Harleen Qunzel

DC Heroclix: Batman

042 Batwing

[E] In **Aerial Maneuvers**, the word "Toughnes" is "Toughness."

046 Geo-Force

[E] 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."

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

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

049 Socialist Red Guardsman

[E] **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

[E] 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

[E] 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

[E] **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..."

[E] **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."

[E] **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."

[C] 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

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

100 Nightwing and Batgirl

[E]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

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

V002

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

V003 Invisible Jet

[E]The Purple Ray Rejuvenation pilot ability read: "...one carried character who has no action tokens may immediately be given a nonfree action this turn."

[C]You can't give a figure a double power action after using Purple Ray Rejuvenation.

V004 GCPD Cruiser

[E]Clear the Streets: Remove the word "penetrating".

V005 Military Tank

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

V006 Haunted Tank

[E]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

[E]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."

[C]If one of the pilot abilities is used to redirect unavoidable damage to a different dial, then if that dial is KOed, any remaining damage is not applied.

DC HeroClix: Batman Fast Forces

005 Alfred Pennyworth

[E]This character does not have a [Batman Team Ability] symbol on the base.

DC HeroClix: Streets of Gotham

002 Lady Blackhawk

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

011 Dr. Hurt

[E] This figure has a silver ring on its base.

015a Renee Montoya

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

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

015b The Question

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

018 Hawk

[E] There is a [JLA Team Ability] symbol on the card.

027 Guy Gardner

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

028 Vixen

[E] 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

[E] Superman does not have a ☆ symbol on his base.

036 Spartan Warrior Spirit

[E] This character's range is 5.

049 GCPD Motor Officer

[E] In **Special Training**, "#V003 GCPD Motor Cruiser" is "#V003 GCPD Motorcycle."

051 Batman

[C] **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.

DC HeroClix: Streets of Gotham Fast Forces

003 Huntress

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

004 Black Canary

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

005 Hawk

[E] The semi-colon (;) in this character's trait is a period (.).

006 Dove

[E] The semi-colon (;) in this character's trait is a period (.).

Marvel HeroClix: Amazing Spider-Man

#007 Johnny Blaze

[C] 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

[E] The second sentence of **Full Moon** reads: "On a result of [1]-[3], Werewolf By Night can use Shape Change."

#020 Rhino

[E] **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

[E] **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

[E] **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

[E] **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

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

#038 Carrion

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

#040 Blackheart

[E] **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

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

#101 Franken-Castle

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

[E] 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

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

#208 Shocker

[E]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."

DC Heroclix: Batman Gotham City Strategy Game

No entries for this set.

Marvel Heroclix: Iron Man 3

#006 Tony Stark

[E]The name of the trait is Upgraded Armor.

#009 Iron Man Mk 17

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

#016 War Machine

[E]This character has {Avengers Initiative Team Symbol} on its character card.

Marvel Heroclix: Iron Man 3 Starter

#104 Mandarin

[E]In Capable Figurehead and Fraternity of Terror, the word "figure" is "character."

DC Heroclix: Teen Titans

#044 Gizmo

[E]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

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

Marvel Heroclix: Fear Itself

#020 Red She-Hulk

[E]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 Makk

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

#033 *Angrir*

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

#200 *Skadi*

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

DC Heroclix: Man of Steel

No entries for this set.

Marvel Heroclix: Wolverine and the X-Men

#010 *Shatterstar*

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

#013 *Multiple Man*

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

#014 *Rictor*

[E]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*

[E]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*

[C]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. If the chosen adjacent character's name is stated in the effect and references itself, then it 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*

[E]**Dimensional Portal** reads: "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. "

#046 *Warlock*

[E]**Ram** should read: "Give this character a move action; it may only move along a straight horizontal or vertical path and it can't change its orientation. After actions resolve, make a close combat attack as a free action that targets all opposing characters that were moved through. Each hit character is dealt this character's damage value and deal this character 1 unavoidable damage for each 100 points of characters dealt damage during the movement."

#049 *Black Queen*

[E]**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

[E]**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

[E]**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."

#056 Exodus

[E]**Psychic Domination** reads: "Exodus can use Penetrating/Psychic Blast and Telekinesis. Once per turn, if he hits an opposing character with one of them, he may use the other as a free action after actions resolve."

#057 Cyclops

[E]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

[E]**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

[E]**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."

#067 Archangel

[E]**Team Bonding** reads: "If Archangel carried a friendly character this turn, either he or that friendly character may activate the X-Men team ability as a free action."

#071 Cannonball

[E]**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

[E]Lockheed has Energy Explosion, not Pulse Wave.

#102 Nightcrawler

[E]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

[E]**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."

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

#205 Multiple Man

[E]Has the "S.H.I.E.L.D." keyword, not "SHIELD."

#T003 Excalibur

[E]Click 14 of the asset dial should have: [Kitty Pride face symbol] and [Team symbol] instead of any other symbols.

#T006 Hellfire Club: Inner Circle

[E]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.

DC HeroClix: Batman Classic TV

No entries for this set.

Marvel HeroClix: Thor - The Dark World

No entries for this set.

DC HeroClix: Arkham Origins

No entries for this set.

Marvel HeroClix: Invincible Iron Man

001b Silver Centurion

[E]**Pulse Bolt Torpedo:** Once per game, give Silver Centurion a power action to put a Torpedo special terrain marker on the map in an adjacent square. When the Torpedo is on the map, you may give Silver Centurion a free action, put an Acceleration token on this card and then move the Torpedo equal to the number of Acceleration tokens on this card as if it were a character with [Wing] and [Improved Movement][Ignores Characters]. At the beginning or end of your turn, if the marker's square is occupied by an opposing character, you must remove the marker from the map and 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.

[C]The attack comes from the Torpedo token, not Silver Centurion. His combat values do not effect the Torpedo or the attack it makes.

[C]After an attack made by a Torpedo token, remove all Acceleration Tokens from Silver Centurion's card.

051 Iron Pharaoh

[E]**GOLDEN FALCON, SOARING:** When Iron Pharaoh is first placed on the map, place a Falcon special terrain marker in an adjacent square. The Falcon marker moves as if it is a character with the Flight ability. Give Iron Pharaoh a free action to either move this marker up to 3 squares or until the end of the turn, Iron Pharaoh can draw lines of fire and count range (up to 3 squares) from the Falcon marker using Improved Targeting: Ignores Hindered Terrain, Ignores Elevated Terrain, Ignores Outdoor Blocking Terrain, Ignores Characters.

103 Absorbing Man

[E]**Uru Metal:** When Absorbing Man is dealt damage or healed, roll a d6 that can't be rerolled. Absorbing Man ignores the damage dealt or healed unless it is the same as the result of the d6. This power can't be countered or ignored.

#201 Iron Man

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

Marvel HeroClix: Avengers vs. X-Men

No entries for this set.

DC HeroClix: Superman and the Legion of Super-Heroes

039 Bizarro

[E]ME AM NOT BIZARRO!: Bizarro costs 25 points for each Orrazib token you place on his card, up to 6 tokens. When Bizarro takes damage, remove one Orrazib token from his card. When Bizarro is healed through the use of Support, add one Orrazib token to his card (no more than the initial amount). When there are no Orrazib tokens on this card, KO Bizarro. At the beginning of your turn, roll a d6 and click Bizarro that many times. This ability can't be ignored.

048 Tellus

[E]LINK TELEPATHICALLY: Friendly characters with the Legion of Superheroes keyword and within 4 squares can draw lines of fire and count range from the square of any one friendly character within 4 squares of Tellus.

052 Highfather

[E]The Pact: At the beginning of the game, you may announce a pact. If you do, the highest point character on your force and the highest point character on your opponent's force (300 points or less) can't target opposing characters with an attack until one of them has taken damage from an attack or, they are the only 2 characters on the map, or your opponent only has one character on the map. This ability can't be ignored.

[C]This ability is a choice of who is affected and remains with those characters. If the character is replaced, this effect will transfer just like other effects.

[C]This effect ends if The Pact is lost. Carrying Highfather does not end the effect, similar to a character that is carried that created a barrier.

[C]You will choose the highest point character up to 300 points, even if there is a character that is more than 300 points.

099a Airplane

[E]Buzzing Blitzkrieg: When Airplane is attached to Toyman, opposing characters targeting Toyman with an attack decrease their attack value by 1 for each Airplane attached if not already modified by this effect.

099b Race Car

[E]They Double as Roller Skates: Toyman can use [Improved Movement][Ignores Characters] when Race Car is attached and modifies his speed value by +1 for each attached Race Car if not already modified by this effect.

099c Cymbal-Banging Monkey

[E]Distraction Toyman: can use Super Senses when Cymbal-Banging Monkey is attached, but only succeeds on a result of [6]. Add 1 to your result for each attached Cymbal-Banging Monkey if not already increased by this effect.

099d Teddy Bear

[E]Extra Stuffing: Damage dealt to Toyman is reduced by 1 for each attached Teddy Bear if not already reduced by this effect.

099e Superman™ Action Figure

[E]Distraction: Toyman has when Superman Action Figure is attached. Toyman modifies his damage value by +1 if two Superman Action Figures are attached if not already modified by this effect.

Marvel HeroClix: Captain America - The Winter Soldier

017 Captain America and Black Widow

[E]Working Together reads: "When Captain America and Black Widow use the Duo Attack Ability, they may target more than one character with a ranged combat attack and ignore damage modifiers from the Damage Depletion Modifier"

Marvel HeroClix: Deadpool

038 CopyCat

▣[E]INFILTRATE MY ENEMIES: Before placing characters in your starting area, you may choose an opposing character that is 100 points or less not named Copycat. Copycat becomes friendly to that character's force and that character becomes friendly to your force. Any game effects assigned to each of them is now assigned to the other. When Copycat fails a roll for Shape Change, uses Regeneration, or is knocked out, after actions resolve, this effect ends and any game effects assigned to each of them is now assigned to the other.

061 Kingpin

▣[E]CLONE DEAR VANESSA FOR FOOD: At the beginning of the game, place a Vanessa token on this card. As long as that token is on this card, give Kingpin a power action to place a Food token on this card or the card of a single adjacent friendly character with the Z-Virus keyword, unless that card has 5 Food tokens. When Kingpin would be KO'd and before activating Zombie Hunger, remove the Vanessa token to place up to 3 Food tokens on this card, until this card has no more than 5 Food tokens.

102 Bill, Agent of A.I.M.

[E]MY HIGH-ENERGY FINDER THING: Give Bill, Agent of A.I.M. a power action and choose the highest-point opposing character. Until your next turn, that character can be targeted with a ranged combat attack by one friendly character adjacent to Bill, Agent of A.I.M. and line of fire for that attack isn't blocked.

201 Deadpool

[E]This character has Grey click numbers except for 1 which is Red, 3 which is Blue, and 5 which is Yellow.

202 Daredevil

[E]This character has Grey click numbers except for 1 which is Red, 3 which is Blue, and 5 which is Yellow.

Marvel HeroClix: Days of Future Past

No entries for this set.

DC HeroClix: War of Light

059b Galius Zed

[E] This character is a Prime character and has a Green ring on its base.

060 Black Hand

[E] ENTITY POSSESSION: When Black Hand would be KO'd or, if you pay 25 points when building your force, place Black Hand on another friendly character's card if that character is 25 points or more, has the "fist" or "sharpshooter" symbol, the "shield" or "indomitable" symbol, and the "tiny" or "burst" symbol. That character has the Black Lantern Corps keyword and can use the Possessed ability with this character as the Possessor. When that character is KO'd, Black Hand is removed from the game.

061 Entity

[E] ENTITY POSSESSION: When Entity would be KO'd or, if you pay 25 points when building your force, place Entity on another friendly character's card if that character is 25 points or more, has the "fist" or "sharpshooter" symbol, the "shield" or "indomitable" symbol, and the "tiny" or "burst" symbol. That character has the White Lantern Corps keyword and can use the Possessed ability with this character as the Possessor. When that character is KO'd, Entity is removed from the game.

062 Ion

[E] ENTITY POSSESSION: When Ion would be KO'd or, if you pay 25 points when building your force, place Ion on another friendly character's card if that character is 25 points or more, has the "fist" or "sharpshooter" symbol, the "shield" or "indomitable" symbol, and the "tiny" or "burst" symbol. That character has the Green Lantern Corps keyword and can use the Possessed ability with this character as the Possessor. When that character is KO'd, Ion is removed from the game.

063 Ophidian

[E] ENTITY POSSESSION: When Ophidian would be KO'd or, if you pay 25 points when building your force, place Ophidian on another friendly character's card if that character is 25 points or more, has the "fist" or "sharpshooter" symbol, the "shield" or "indomitable" symbol, and the "tiny" or "burst" symbol. That character has the Orange Lantern Corps keyword and can use the Possessed ability with this character as the Possessor. When that character is KO'd, Ophidian is removed from the game.

064 Proselyte

[E] ENTITY POSSESSION: When Proselyte would be KO'd or, if you pay 25 points when building your force, place Proselyte on another friendly character's card if that character is 25 points or more, has the "fist" or "sharpshooter" symbol, the "shield" or "indomitable" symbol, and the "tiny" or "burst" symbol. That character has the Indigo Tribe keyword and can use the Possessed ability with this character as the Possessor. When that character is KO'd, Proselyte is removed from the game.

065 Parallax

[E] ENTITY POSSESSION: When Parallax would be KO'd or, if you pay 25 points when building your force, place Proselyte on another friendly character's card if that character is 25 points or more, has the "fist" or "sharpshooter" symbol, the "shield" or "indomitable" symbol, and the "tiny" or "burst" symbol. That character has the Sinestro Corps keyword and can use the Possessed ability with this character as the Possessor. When that character is KO'd, Proselyte is removed from the game.

066 Butcher

[E] ENTITY POSSESSION: When Butcher would be KO'd or, if you pay 25 points when building your force, place Butcher on another friendly character's card if that character is 25 points or more, has the "fist" or "sharpshooter" symbol, the "shield" or "indomitable" symbol, and the "tiny" or "burst" symbol. That character has the Red Lantern Corps keyword and can use the Possessed ability with this character as the Possessor. When that character is KO'd, Butcher is removed from the game.

067 Adara

[E]ENTITY POSSESSION: When Adara would be KO'd or, if you pay 25 points when building your force, place Adara on another friendly character's card if that character is 25 points or more, has the "fist" or "sharpshooter" symbol, the "shield" or "indomitable" symbol, and the "tiny" or "burst" symbol. That character has the Blue Lantern Corps keyword and can use the Possessed ability with this character as the Possessor. When that character is KO'd, Adara is removed from the game.

068 Predator

[E]ENTITY POSSESSION: When Predator would be KO'd or, if you pay 25 points when building your force, place Predator on another friendly character's card if that character is 25 points or more, has the "fist" or "sharpshooter" symbol, the "shield" or "indomitable" symbol, and the "tiny" or "burst" symbol. That character has the Star Sapphire keyword and can use the Possessed ability with this character as the Possessor. When that character is KO'd, Predator is removed from the game.

Marvel HeroClix: Guardians of the Galaxy (movie)

No entries for this set.

DC HeroClix: Justice League Strategy Game

No entries for this set.

Marvel HeroClix: Guardians of the Galaxy

No entries for this set.

DC HeroClix: The Flash

005 A.R.G.U.S. Agent

[E]This character has a printed 6 range value.

057 Magenta

[E]SENSE THE IRON IN YOUR BLOOD has the + symbol instead of ☆ on character card.

DC HeroClix: Justice League: Trinity War

No entries for this set.
