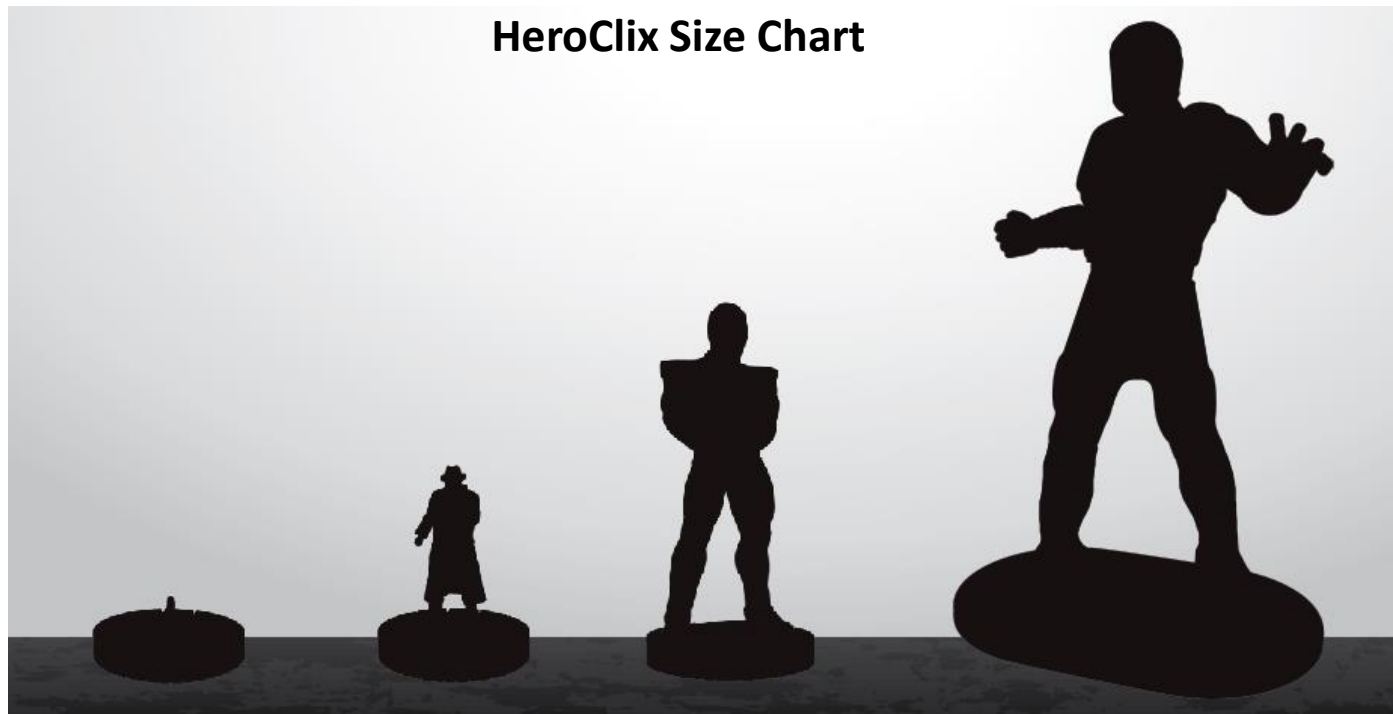


HeroClix Size Chart



Tiny

- +1 Defense vs Range Attacks



Standard



Giant

- Great Size
- Giant Reach: 2



Colossal

- Great Size
- Giant Reach: 3
- Colossal Stamina

SIZE (General Effects)

LINE OF FIRE: Smaller characters do not block your line of fire.



BREAKAWAY: Modify your roll to break away by +1 when breaking away from only smaller characters.

You automatically break away from characters that are at least two sizes smaller.

KNOCKBACK: You can't be knocked back by smaller characters.

CARRY: Can carry one smaller character regardless of its other combat symbols, does not reduce its speed value for doing so. Can't carry larger characters.

GREAT SIZE

This character can use  and . Lines of fire drawn to or from this character are not blocked by elevated terrain or outdoor blocking terrain, and are not hindered unless the target occupies hindering terrain. This character may occupy multiple elevations.

COLOSSAL STAMINA

When this character has two action tokens, it can be given a non-free action. If you do, after actions resolve deal it 1 unavoidable damage and do not clear action tokens from it at the end of the turn.

GIANT REACH: X

When this character makes a close combat attack, characters occupying a square that is within X squares and line of fire may be targeted as if they were adjacent.