

MARVEL HEROCLIX™

DARK PHOENIX RULES

The following rules apply to the big figure version of Dark Phoenix™; that is, the Dark Phoenix mounted on a 3" base.

POINT VALUE

Dark Phoenix has three different point values, each representing a different power level in the game and each beginning the game on a different click.

Before the game begins, decide on a point value for Dark Phoenix and rotate its combat dial the indicated number of clicks from the starting position.

LEVEL	POINT VALUE	CLICKS FROM STARTING POSITION
Ⓥ Veteran	1,000	0
ⓔ Experienced	800	3
Ⓡ Rookie	600	6

SPECIAL RULES

Because of its enormous size and special characteristics, Dark Phoenix

- is not affected by Force Blast, Incapacitate, Mind Control, Plasticity, Poison, Psychic Blast, Shape Change, Steal Energy, Support, or any team ability that duplicates those powers;
- cannot be moved by Telekinesis, but may be the target of a Telekinesis attack;
- is not affected by knockback;
- does not need to roll to break away, although characters adjacent to big figures roll for break away per the standard rules;
- may be attacked by grounded, elevated, or soaring characters using close or ranged combat attacks, and is adjacent to characters in adjacent squares regardless of elevation; and
- cannot be carried or captured (see below).

ACTIONS AND PUSHING

Dark Phoenix may be given only one action per turn.

Dark Phoenix may be pushed each turn; it will continue to be dealt pushing damage. If Dark Phoenix's controller does not give Dark Phoenix an action on his or her turn, that player removes all action tokens from Dark Phoenix at the end of that turn.

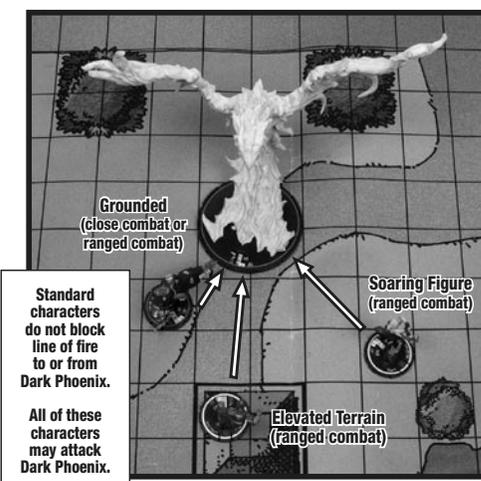
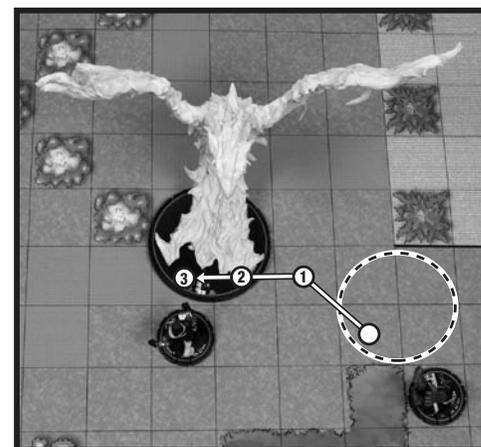
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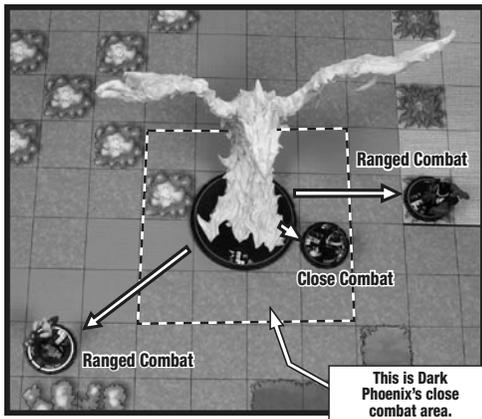
Dark Phoenix must begin the game with its base completely in its controller's starting area. Its base occupies 4 squares on the battle map (2 squares by 2 squares).

Dark Phoenix moves per the standard flying rules; it cannot move through indoor blocking terrain. Dark Phoenix ignores the effects of hindering terrain and elevated terrain on movement, although it cannot end a move action with its base both on and off of elevated terrain or blocking terrain. When moving Dark Phoenix, choose any square adjacent to Dark Phoenix to begin counting movement. Dark Phoenix must end its movement so that its base rests on one of the squares within its movement range. If Dark Phoenix moves over or stops its movement on an object token, the object is destroyed; replace it with a rubble token.

ATTACKING

Dark Phoenix may be adjacent to a maximum of 12 squares. It may attack and be attacked through





Dark Phoenix may attack any two of these three targets using a single action, making an attack roll against each target.

any of them. Dark Phoenix can make a ranged combat attack against any character in range, even if such a character is in an adjacent square.

Because Dark Phoenix is a big figure (a character with the  damage symbol), lines of fire drawn to and from it are

not blocked by standard characters (characters with the  damage symbol), but they are blocked by giant characters (characters with the  damage symbol). Big figures that are on the same elevation block line of fire to each other. Blocking terrain blocks line of fire to Dark Phoenix as normal.

Dark Phoenix and characters on elevated terrain may make ranged combat attacks against each other as if they were on the same level. Soaring characters and Dark Phoenix do not halve their range values when making ranged combat attacks against each other.

CAPTURING

Dark Phoenix may capture opposing characters. A captured character is called a captive. The character controlling a captive is called a captor.

To capture a character, give Dark Phoenix a power action and make a close combat attack against that character. Characters with Phasing or Plasticity get +2 to their defense values against capture attacks. If the attack succeeds, it deals no damage. Remove any action tokens from the target and place it on Dark Phoenix's base; the target is now a captive.

Captives are no longer considered to be on the battle map. They may not be dealt damage and they may not be given actions. Dark Phoenix can control up to two captives at a time. If it has one captive, it may not use its Multiattack power, described below, but it may use its other attacks and powers. If it has two captives, it may not use its Multiattack power or make close combat attacks, but it may still make ranged combat attacks.

Dark Phoenix's controller gains additional victory points if Dark Phoenix releases a captive in that player's starting area. Once Dark Phoenix's entire base is inside its starting area, it may be given a power action to release one captive; it may release captives only in its controller's starting area. Once released, a captive is KO'd, and it is worth twice its point value in victory points to Dark Phoenix's

controller. If the game ends and Dark Phoenix controls a captive, neither player gets victory points for that captive. If Dark Phoenix captures the last opposing character, the game ends after that power action resolves.

RESCUING CAPTIVES

If a character is captured, other members of that character's force may attempt to rescue it. To rescue a captive, give a friendly character a power action and make a close or ranged combat attack against Dark Phoenix. If it succeeds, the attack deals no damage, but the captive is released in any square adjacent to Dark Phoenix and is given one action token; it is no longer a captive. A rescued character may be given an action on the same turn in which it was rescued, but doing so pushes it. The player that rescued the captive chooses into which square the rescued character is placed.

If Dark Phoenix is KO'd while it controls a captive, the player who KO'd it (including the player controlling Dark Phoenix, if he or she pushes it to KO) places the captive in a square adjacent to Dark Phoenix and gives it an action token, as if it were rescued. If Dark Phoenix successfully pushes to capture a character and is KO'd from pushing, the captive is still placed in an adjacent square and given an action token, as if it were rescued.

POWERS AND ABILITIES

Dark Phoenix has the Multiattack power and The Power Cosmic team ability.

MULTIATTACK (optional) If this character is a captor, it cannot use Multiattack. Multiattack may not be used to capture a character. Multiattack cannot be countered or lost.

Give this character a power action. It may use two free actions against up to two targets. These free actions may consist of power actions, close combat actions, and ranged combat actions, though free actions gained from this power cannot be used to activate this power. Make an attack roll for each attack, if any. Any damage dealt from one of these attacks is reduced by 1, minimum 1 damage.



THE POWER COSMIC TEAM ABILITY Members of this team do not take pushing damage and their powers cannot be countered. This team ability cannot be copied by wild card team abilities.

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