



RULES

The rules in this document describe how to play the Fin Fang Foom™ character in HeroClix®, both in a scenario and as part of a player's force.

THE FIN FANG FOOM SCENARIO: THE MONSTER AWAKENS

After slumbering away the centuries, Fin Fang Foom has emerged from the Valley of the Sleeping Dragon to rampage across the land!

In this scenario, Fin Fang Foom is a bestial force not meant to be part of any player's force; rather, Fin Fang Foom is a menace that must be defeated using these scenario rules. If the players can't defeat Fin Fang Foom before they are defeated, he will rend the world asunder with his wrath.

The rules in this section apply to playing Fin Fang Foom in the Monster Awakens scenario only.

THE DIALS

Fin Fang Foom has four dials: three combat dials and one Rampage dial.

COMBAT DIALS

You are not required to use all of Fin Fang Foom's combat dials in this scenario. The number of combat dials players choose to use determines Fin Fang Foom's point value. If you are not using a particular combat dial in the scenario, before the scenario begins click that dial until only KO symbols appear. If you are using a particular combat dial in the scenario, before the scenario begins click that dial until the vertical green line indicating that dial's starting position appears. Each dial is labeled with one of Fin Fang Foom's power level titles, as indicated in Table 1.

Table 1: Fin Fang Foom Power Levels

| Point Value | Power Level Title | Number of Dials |
|-------------|---|-----------------|
| 600 | Lord Foom | One |
| 900 | Fin Fang Foom | Two |
| 1,200 | He Whose Limbs Shatter Mountains and Whose Back Scrapes the Sun | Three |

LORD FOOM (600 POINTS)

Throughout most of ancient history, even the smallest part of Lord Foom's might was enough to dominate the land whenever he awakened. This version of Fin Fang Foom uses only the Lord Foom dial. It is best suited to be used against one player with a build total of 600 points, two players with build totals of 300 points each, or three players with build totals of 200 points each.

FIN FANG FOOM (900 POINTS)

The heroes and villains of the modern age inevitably came into conflict with Fin Fang Foom, who rose to meet their power with his own. This version of Fin Fang Foom uses both the Fin Fang Foom and Lord Foom dials. It is best suited to be used against three players with a build total of 300 points each.

HE WHOSE LIMBS SHATTER MOUNTAINS AND WHOSE BACK SCRAPES THE SUN (1,200 POINTS)

Fully awakened and fully enraged, Fin Fang Foom readily proves the truth of his name in his native tongue: "He Whose Limbs Shatter Mountains and Whose Back Scrapes the Sun." This version of Fin Fang Foom uses the He Whose Limbs Shatter Mountains and Whose Back Scrapes the Sun dial, the Fin Fang Foom dial, and the Lord Foom dial. It is best suited to be used against one player with a build total of 1,200 points, two players with build totals of 600 points each, or four players with build totals of 300 points each.

All build totals are suggestions. The build total can be split up among players in any way, provided that each player's build total is a multiple of 100.

During play, Fin Fang Foom uses only one combat dial at a time. Begin the scenario with the dial that shares the name with the power level at which Fin Fang Foom is being played. When a dial is KO'd, go to the starting position of the combat dial for the next lower power level (from He Whose Limbs Shatter Mountains and Whose Back Scrapes the Sun to Fin Fang Foom to Lord Foom).

Damage does not carry over from one combat dial to another. For example, in a game at the Fin Fang Foom power level, if Fin Fang Foom takes 4 damage from an attack—but has only one click until all KO's appear on the Fin Fang Foom dial—the "extra" 3 damage is not applied to the Lord Foom dial.

THE RAMPAGE DIAL

Unleashed and uncontrolled, the rage and fury of Fin Fang Foom have the power to reshape the battlefield, sending tremors through the earth that shatter terrain and cause crags and debris to shoot from the ground.

The Rampage dial is used in this scenario at all power levels. When the Rampage dial is used in the scenario, all effects of battlefield conditions that affect terrain are ignored. Before the scenario begins, turn the Rampage dial so that the green starting line appears. The Rampage dial is turned during a game, but it has no end; it can be turned past its starting position.

The Rampage dial can come into play multiple times during a round:

During a player's turn. When Fin Fang Foom is dealt damage, after his attack (if any) has been resolved, roll one six-sided die. The effect on the Rampage dial next to both the  symbol and the result of the die roll occurs. After the effect is resolved, click the Rampage dial a number of times equal to the die roll result.

After all players' turns. Each time after all players have taken a turn, and after any attacks made by Fin Fang Foom and the Sweep effect of the Rampage dial (see "Storm" and "Sweep") are resolved, the effect next to the  symbol occurs. After the effect is resolved, click the Rampage dial once.

RAMPAGE DIAL: TERRAIN EFFECTS

Some effects of the Rampage dial change the battlefield. The color of the symbol indicates what type of terrain is affected: green is hindering terrain, brown is blocking terrain, and red is elevated terrain.

Terrain tokens and the terrain pool. The Rampage dial is used in conjunction with cardboard tokens called terrain tokens, which are included with Fin Fang Foom. A terrain token is marked with a border color (as explained in "Terrain" on page 30 of the X-Men™ Danger Room™ Complete Rules) that indicates what type of terrain it is: a terrain token with a green border is a hindering terrain token; a terrain token with a brown border is a blocking terrain token; and a terrain token with a red border is an elevated terrain token. Opposite sides of a terrain token may be printed with a different type of terrain, so use the side of the token that applies in a given situation.

Before the beginning of a game using the Rampage dial, put all terrain tokens into a common pile called the terrain pool.

The Rampage dial can cause three different terrain effects, as indicated by a symbol: create terrain, destroy terrain, and move terrain.

Create Terrain

Create one piece of the indicated type of terrain, randomly selecting from the terrain pool a terrain token of the indicated type. If a terrain token of the indicated type is not available in the terrain pool, remove a Destroyed token (included with Fin Fang Foom) from an area of terrain of the indicated type printed on the battlefield. If a terrain token of the necessary type is not available in the terrain pool and there are no appropriate Destroyed tokens on the battlefield, the Create Terrain effect is ignored.

The controller of the character that most recently attacked Fin Fang Foom places the terrain token on the battlefield. When placing a terrain token from the terrain pool, at least one square of the terrain token must be the square occupied by the character that most recently attacked Fin Fang Foom. As many squares as possible that the terrain token is placed onto must be clear, unoccupied terrain.

Overlapping terrain. If placing a terrain token would cause two or more types of terrain to overlap, a square is only the type of terrain indicated by the top piece of terrain. For example, if a hindering terrain token is placed on top of a square of elevated terrain, that square is hindering terrain only; it is not elevated terrain as long as the hindering terrain token is placed atop it on the battlefield.

Creating terrain in occupied squares. When placing a hindering terrain token or an elevated terrain token onto a square occupied by a character, remove the character, place the terrain token, and then replace the character in the same square on top of the terrain token. When placing a blocking terrain token onto a square occupied by a character, move the character into the nearest unoccupied square that will not be occupied by the terrain token, and then deal the character 1 damage.

Knocked out characters. If the character that most recently attacked Fin Fang Foom has been KO'd or removed from the battlefield, the Create Terrain effect occurs with relation to the character closest to Fin Fang Foom. If multiple characters are equally close to Fin Fang Foom, determine randomly which character will be affected.

Destroy Terrain and

Destroy one terrain token or area of terrain printed on the battlefield () OR destroy all terrain tokens and areas of terrain printed on the battlefield of the indicated terrain type ().

When one terrain token or area of terrain is indicated to be destroyed, first remove from the battlefield the terrain token of the indicated type closest to the character that most recently attacked Fin Fang Foom and place it in the terrain pool. If there are no terrain tokens of the type indicated on the battlefield, instead place a Destroyed token on the area of terrain of the indicated type printed on the battlefield nearest the character that most recently attacked Fin Fang Foom. If there is no terrain of the indicated type on the battlefield, the Destroy Terrain effect is ignored.

When all terrain of a particular type is indicated to be destroyed, remove all terrain tokens of the indicated type from the battlefield and place them in the terrain pool, and then place Destroyed tokens in all areas of terrain of the indicated type printed on the battlefield.

Destroyed tokens. When a Destroyed token occupies any square within the boundaries of an area of non-clear terrain, all squares within that area become clear terrain unless modified by another game effect.

Destroying elevated terrain in occupied squares. If a grounded character occupies a square of elevated terrain that is destroyed, deal that character 1 damage.

Knocked out characters. If the character that most recently attacked Fin Fang Foom has been KO'd or removed from the battlefield, the Destroy Terrain effect occurs with relation to the character closest to Fin Fang Foom. If multiple characters are equally close to Fin Fang Foom, determine randomly which character will be affected.

Move Terrain

All terrain tokens of the indicated type are moved one square directly away from Fin Fang Foom.

Moving terrain into occupied squares. When moving a hindering (green) terrain token into a square occupied by a character, remove the character, place the terrain token, and then replace the character in the same square on top of the terrain token. When moving an elevated (red) terrain token into a square occupied by a soaring character, remove the character, place the terrain token, and then replace the character in the same square on top of the terrain token. When moving an elevated (red) terrain token into a square occupied by a grounded character, or a blocking (brown) terrain token into a square occupied by any character, move the character in the same direction the token is moving into the nearest unoccupied square of clear terrain, and then deal the character 1 unavoidable damage. If the movement of terrain tokens causes a character to move through a square occupied by another character (into the nearest unoccupied square), deal the moved character 1 damage.

RAMPAGE DIAL: STORM AND SWEEP EFFECTS

Whether by stirring up a storm of dust with his wings, or using his mighty tail to sweep away those characters fearless or foolhardy enough to be nearby, Fin Fang Foom is a formidable opponent to conquer.

Storm ○

When the ○ shape is showing on the Rampage dial next to the  symbol printed on Fin Fang Foom's base, the range values of all characters on the battlefield other than Fin Fang Foom are halved.

Sweep △

When the △ shape is showing on the Rampage dial next to the  symbol printed on Fin Fang Foom's base, after all players have taken a turn, and after any attacks made by Fin Fang Foom are resolved but before the terrain effects of the Rampage dial are resolved, roll one six-sided die for each character adjacent to Fin Fang Foom. The character is knocked back from Fin Fang Foom a number of squares equal to the result; the character automatically breaks away, can move through squares adjacent to opposing characters, and can be dealt knock back damage. If a character's knock back path is ended when it crosses a square occupied by another character, the knocked back character is dealt 1 knock back damage.

PLAYING FIN FANG FOOM

PLACEMENT

Fin Fang Foom occupies 18 squares (a 6-square by 3-square area). Place Fin Fang Foom in the center of the battlefield.

ACTIONS

Fin Fang Foom is not given action tokens when he takes an action.

MOVEMENT

Fin Fang Foom does not move unless he is defeated, and then he leaves the battlefield.

TEAM ABILITY

In this scenario, Fin Fang Foom has power so mighty that it can rival even the most powerful forces in the universe, and possesses the Power Cosmic™ team ability at all power levels.

COMBAT

Fin Fang Foom attacks only when he takes damage. After the action that dealt Fin Fang Foom damage resolves, Fin Fang Foom immediately takes an action, either a close combat, ranged combat, or power action. This action must target the character that damaged Fin Fang Foom in the previous action, but may target additional characters. Fin Fang Foom can take any free actions available to him when he takes an action.

Whenever Fin Fang Foom takes an action, the player to the left of the player whose character damaged Fin Fang Foom rolls the dice and resolves the action to determine its effects, if any. In all other cases, the determination and resolution of Fin Fang Foom's powers and actions is made by the first player to take an action during the scenario's first turn, and then moves clockwise around the table to other players in each subsequent turn. Fin Fang Foom always uses any powers showing on his current combat dial to their

greatest advantage, and he will always first use his powers and abilities in an attempt to damage an opposing character.

Close combat attacks. A close combat attack made by Fin Fang Foom targets each character adjacent to him. Make a single attack roll and compare the result to each adjacent character's defense value. Damage dealt by Fin Fang Foom in the attack can be divided in any way among the targets successfully hit by the attack, but at least half of Fin Fang Foom's damage value (rounded up) must be dealt to the character that damaged him, if that character is successfully hit.

Ranged combat attacks. Fin Fang Foom's range value and current number of lightning bolts are determined by the combat dial currently being used. When Fin Fang Foom can target multiple characters with a ranged combat attack and successfully hits multiple targets, damage dealt by Fin Fang Foom can be divided in any way among the targets successfully hit by the attack, but at least half of Fin Fang Foom's damage value (rounded up) must be dealt to the character that damaged him, if that character is successfully hit.

Fin Fang Foom can attack and be attacked by grounded, hovering, and soaring characters. If a character is adjacent to Fin Fang Foom, Fin Fang Foom is adjacent to the character. Fin Fang Foom and soaring characters do not halve their range values when making ranged combat attacks against each other (though soaring characters are affected normally by the Storm effect of the Rampage dial).

Fin Fang Foom is not affected by knock back.

Fin Fang Foom can't capture or be captured.

Characters and terrain do not block or impose the hindering terrain modifier on lines of fire drawn to or from Fin Fang Foom. Fin Fang Foom can make a ranged combat attack against characters with which he is not adjacent even when Fin Fang Foom is adjacent to another character.

POWERS AND ABILITIES

Fin Fang Foom ignores Charge and Running Shot on his combat dials.

Fin Fang Foom ignores the Earthbound, Exploit Weakness, Force Blast, Incapacitate, Mastermind, Mind Control, Plasticity, Poison, Psychic Blast, Shape Change, Stealth, and Support powers of opposing characters, as well as team abilities and effects that duplicate the effects of those powers. Fin Fang Foom can't be moved by Telekinesis, but he can be the target of a Telekinesis attack. When Fin Fang Foom is the target of Perplex, roll one six-sided die. On a result of 5 or 6, Fin Fang Foom ignores that use of Perplex.

Fin Fang Foom ignores the Mystics team ability and team abilities with similar effects.

When Fin Fang Foom uses Energy Explosion, his damage value becomes equal to the number of combat dials he started with at the beginning of the game (1, 2, or 3).

WINNING THE SCENARIO

Players can attack other players' characters in addition to Fin Fang Foom.

Fin Fang Foom can't be knocked out. When Fin Fang Foom's Lord Foom dial displays the **KO** symbol, his power is spent and he leaves the battlefield to regroup and return another day. He will not otherwise leave.

The player whose turn it is when Fin Fang Foom leaves the battlefield wins the scenario, and the game ends.

FIN FANG FOOM AS PART OF A FORCE

On rare occasions, Fin Fang Foom allies himself with mortals. The following rules describe how to play Fin Fang Foom as part of a force.

The rules in this section apply to playing Fin Fang Foom as part of a force only.

THE DIALS

You do not have to use all of Fin Fang Foom's combat dials. The number of combat dials the player of Fin Fang Foom chooses to use determines Fin Fang Foom's point value in a game, as explained in Table 1. If a combat dial is not being used in a game, click that dial until only **KO** symbols appear. If you are using a combat dial in the game, at the beginning of the game click that dial until the vertical green line indicating that dial's starting position appears.

Ignore Fin Fang Foom's Rampage dial when he is part of a force.

FEATS

Feats can't be assigned to Fin Fang Foom.

PLACEMENT

Fin Fang Foom occupies 18 squares (a 6-square by 3-square area). If Fin Fang Foom's player's starting area is not large enough to contain him, Fin Fang Foom must be placed into the starting area before all of his player's other characters, and he must occupy as many squares in the starting area as possible.

ACTIONS

Fin Fang Foom can be given only one action during his player's turn. Fin Fang Foom can be pushed even when he already has two action tokens; he does not take pushing damage. If you assign an action to Fin Fang Foom when he already has two action tokens, do not mark him with another action token.

MOVEMENT

Fin Fang Foom moves using the standard flying rules. He can't move through walls or blocking terrain unless a power allows him to do so. He ignores the elevation change modifier, and ends all move actions in the hovering flight mode. Fin Fang Foom ignores the effects of elevated terrain and hindering terrain for movement purposes, and when he ends a move, all parts of his base are considered to be in clear, grounded terrain.

Fin Fang Foom's controller chooses any square adjacent to Fin Fang Foom to begin counting for movement purposes. Fin Fang Foom must end his movement so that all squares he occupies are squares to which he could have legally moved as part of the movement. If Fin Fang Foom moves through or stops on an object, the object is destroyed; replace it with a debris terrain marker.

Fin Fang Foom automatically breaks away from other characters, and other characters automatically break away from Fin Fang Foom unless he has Plasticity. No break away involving Fin Fang Foom deals damage.

Fin Fang Foom can't be carried.

COMBAT

Fin Fang Foom has 22 adjacent squares. He can attack and be attacked through any of them. Fin

Fang Foom can make a ranged combat attack against any character in his range, even if that character is in an adjacent square. If a character is adjacent to Fin Fang Foom, Fin Fang Foom is adjacent to the character.

Characters do not block lines of fire drawn to or from Fin Fang Foom. Fin Fang Foom blocks line of fire drawn to other characters. Fin Fang Foom can make a ranged combat attack against characters with which he is not adjacent even when Fin Fang Foom is adjacent to another character.

Fin Fang Foom can attack and be attacked by grounded, hovering, and soaring characters. Fin Fang Foom and soaring characters do not halve their range values when making ranged combat attacks against each other.

Fin Fang Foom is not affected by knock back. Fin Fang Foom can't capture or be captured.

TEAM ABILITY

Fin Fang Foom possesses no team ability when played as part of a force.

POWERS AND ABILITIES

Fin Fang Foom has the Multiattack power.

MULTIATTACK (optional) Give this character a power action. It can use two free actions against up to two targets. These free actions can consist of power actions, close combat actions, and ranged combat actions, though free actions gained from this power can't be used to activate this power. Make an attack roll for each attack, if any. Any damage dealt by one of these attacks is reduced by 1, minimum 1 damage. Multiattack can't be countered or lost.

When played as part of a force, Fin Fang Foom ignores the Earthbound, Exploit Weakness, Force Blast, Incapacitate, Mastermind, Mind Control, Plasticity, Poison, Psychic Blast, Shape Change, Stealth, and Support powers of opposing characters, as well as team abilities and effects that duplicate the effects of those powers. Fin Fang Foom can't be moved by Telekinesis, but he can be the target of a Telekinesis attack.

Fin Fang Foom ignores the Mystics team ability and team abilities with similar effects.

When Fin Fang Foom uses Energy Explosion, his damage value becomes equal to the number of combat dials he started with at the beginning of the game (1, 2, or 3).

The combat values of Fin Fang Foom can't be increased.

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