Big Figure Sentinel
Updated: 11/5/04
Updates in red

Point Value

The Sentinel has three different point values and corresponding starting positions depending on its strength. Before the game begins, decide on a point value for the Sentinel and rotate its combat dial the indicated number of clicks from the starting position.

Type	Point Value	Clicks per Dial
Veteran	300	0
Experienced	200	3
Rookie	100	6

General Rules

The big figure Sentinel (and other HeroClix figures that are mounted on three-inch bases) is called a big figure. The following rules apply to the big figure Sentinel:

1. Is not affected by Force Blast, Incapacitate, Mind Control, Plasticity, Poison, Psychic Blast, Shape Change, Steal Energy, Support, Exploit Weakness, and any team ability that reproduces those powers.
2. Cannot be moved by Telekinesis, although it can be the target of a Telekinesis attack.
3. Is not affected by knockback.
4. Does not need to roll for break away, although characters adjacent to a big figure roll for break away per the standard rules.
5. Is the archenemy of any figure that is a member of the Morlocks, X-Men, and Brotherhood of Mutants teams, and members of the Morlocks, X-Men, and Brotherhood of Mutants teams are archenemies of any big figure Sentinel.
6. 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.
7. Cannot be carried.
8. Cannot be captured.

Actions and Pushing

A big figure Sentinel may only be given one action per turn. For example, a 200-point big figure Sentinel in a 200-point game could only receive one action per turn.

The big figure Sentinel may be pushed, but a player can continue to push a big figure Sentinel for multiple turns in a row, although the big figure Sentinel will continue to receive damage from pushing. If a player does not give a big figure Sentinel an action for that turn, that player removes all action tokens from the big figure Sentinel.

Moving

A big figure Sentinel occupies 4 squares on the battle map (in a 2-square by 2-square formation). The big figure Sentinel moves per the standard flying rules, and cannot move through indoor blocking terrain. The big figure Sentinel ignores the effects of hindering terrain, elevated terrain, and outdoor blocking terrain on movement, although it must end its turn with its entire base either on or off of elevated terrain and blocking terrain.

The player chooses any square adjacent to the big figure Sentinel to begin counting movement. A big figure Sentinel must end its movement so that its base rests on one of the squares within its movement range. If a big figure Sentinel moves over or stops on an object token, the object is destroyed and replaced by a rubble token.

A big figure Sentinel must begin the game with their base completely in the starting area.

Attacking

A big figure Sentinel has a maximum of 12 adjacent squares. It can attack and be attacked through any of them. A big figure Sentinel can make a ranged combat attack against any character in range, even if enemy characters are in an adjacent square. A big figure Sentinel may make ranged attacks against figures in adjacent squares.

The big figure Sentinel's large size means that characters do not block line of fire to or from a big figure Sentinel. Big figures on the same elevation block line of fire to other big figures. Blocking terrain blocks line of fire to a big figure Sentinel as normal.

A big figure Sentinel and characters on elevated terrain may make ranged combat attacks against each other as if they were on the same terrain level. Soaring characters and a big figure Sentinel may attack each other, and when targeting each other both use their full range.

Multi-Attack

A big figure Sentinel has the following multi-attack power:

Multi-Attack (optional): Give the big figure Sentinel a power action. This character may take 2 free actions against two different targets, or two free actions against a single target. These free actions may be power actions, ranged combat actions, or close combat actions. Separate attack rolls are made for each attack. If either or both attacks are successful, the damage dealt for each is reduced by one, to a minimum of one. The damage dealt can be further reduced by defensive powers and abilities. If this character controls a captured character, it cannot use this multi-attack option. Multi-attacks cannot be used to capture. The multi-attack power cannot be countered or lost. Free actions used when using the Multi-Attack power cannot be used to activate another Multi-Attack.

Capturing

The big figure Sentinel's most important power is the ability to capture opposing characters. To capture, a big figure Sentinel uses a power action and makes a close combat attack. Characters with Plasticity or Phasing add 2 to their defense value if they are the target of a capture attack. If successful, the attack deals no damage. Remove any action tokens from that character and place the character on the big figure Sentinel's base. That character is no longer considered to be on the battle map and is out of the game unless rescued. Captured characters do not receive damage and cannot be given actions.

If a big figure Sentinel controls a captured character, it cannot use its multi-attack option, although it can still use its regular attack options and powers. A big figure Sentinel can control up to two captured characters at once. If a big figure Sentinel controls two captured characters, it cannot make close combat attacks, but may still make ranged combat attacks. A big figure Sentinel cannot control more than two captured characters. A big figure Sentinel cannot release a captive anywhere other than the starting area.

A big figure Sentinel's player may gain additional victory points for the big figure Sentinel carrying a captive to the big figure Sentinel's starting area. Once a big figure Sentinel's entire base is inside its starting area, it may make a power action to release one captive character. Once released, captured characters are considered automatically KOd. Opposing characters KOd in this way are worth two times their value in victory points; captured archenemies of the big figure Sentinel are worth three times their value in victory points when released.

If the game ends while the big figure Sentinel is carrying a figure, neither player gets victory points for that figure. If the big figure Sentinel captures the last opposing character, the game ends after that action.

Rescuing Captured Characters

If a character is captured, other members of that character's force may attempt to rescue that character. To make a rescue attempt, give a character a power action and make a close or ranged combat attack against the big figure Sentinel. If successful, the attack deals no damage, but the captive character is released in any

square adjacent to the big figure Sentinel with one action token on it. This action token is added regardless of the number of action tokens on the character when captured. A rescued character may make an action in the same turn in which it was rescued, but must be pushed in order to do so. The player that rescued the captive decides in which square the rescued character "lands."

If a big figure Sentinel holding a captured figure is KOd, the player KOing the big figure Sentinel (including the player controlling the big figure Sentinel, if pushed to KO) places the captive in a square adjacent to the big figure Sentinel's base and give it an action token as if rescued. If a big figure Sentinel successfully pushes to capture and is KOd from pushing, the captured character is still placed in an adjacent square and given an action token.