



DC HEROCLIX

THE SPECTRE

Rules

The rules in this document describe how to play **The Spectre™** character in **HeroClix®**.

THE SPECTRE SCENARIO: DAY OF VENGEANCE

With its spiritual host either absent or unable to prevent it from unleashing its rage, the time has come for all to feel the wrath of **The Spectre**, the Spirit of Vengeance!

In this scenario, **The Spectre** is a cosmically powerful character not meant to be part of any player's force; rather, **The Spectre** is a menace that must be defeated using these scenario rules. If the players cannot defeat **The Spectre** before they are defeated, the world will fall before its wrath.

The rules in this section apply to playing **The Spectre** in the Spirit of Vengeance scenario only.

The Dials

The Spectre has four dials: three combat dials and one Angry Spirit dial.

Combat Dials

You are not required to use all **The Spectre's** combat dials in this scenario. The number of combat dials players choose to use determines **The Spectre's** point value, the host that will control it in the scenario, and the number of spirits that accompany it. If you are not using a particular combat dial in a game, click that dial until only **KO** symbols appear. If you are using a particular combat dial in the game, click that dial until the vertical green line indicating that dial's starting position appears. Each dial is labeled with one of the host names, indicated in Table 1, below.

Table 1: The Spectre—Power Levels in the Scenario

Point Value	Host	Number of Dials	Maximum Number of Angry Spirits
600	Hal Jordan™	One	4
1,200	Jim Corrigan™	Two	6
1,800	Spirit of Vengeance	Three	8

Hal Jordan (600 points)

When **Hal Jordan** wore the mantle of **The Spectre**, he was less experienced in using its abilities and more hesitant to wield its full power. The **Hal Jordan** version of **The Spectre** uses only the **Hal Jordan** 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.

Jim Corrigan (1,200 points)

Murdered detective **Jim Corrigan** was a long-time spiritual host for **The Spectre**. Accordingly, he was more adept at using its powers and abilities. This version of **The Spectre** uses both the **Hal Jordan** and **Jim Corrigan** combat dials. The **Jim Corrigan** version of **The Spectre** is suited to be used against one player with a build total of 1,200 points, two players with build totals of 600 points each, three players with build totals of 400 points each, or four players with build totals of 300 points each.

Spirit of Vengeance (1,800 points)

When unfettered by any human host, **The Spectre** unleashes the full power of the Spirit of Vengeance. The Spirit of Vengeance uses all three combat dials. It is suited to be used against one player with a build total of 1,800 points, two players with build totals of 900 points each, three players with build totals of 600 points each, or six players with build totals of 300 points each.

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

During play, **The Spectre** uses only one combat dial at a time. Begin the scenario with the dial that shares the name with the power level at which **The Spectre** 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 the Spirit of Vengeance to **Jim Corrigan** to **Hal Jordan**).

Damage does not carry over from one combat dial to another. For example, in a battle against the Spirit of Vengeance, if **The Spectre** takes 3 damage from an attack—but it has only one click until all **KO's** appear—the "extra" 2 damage is not applied to **The Spectre's Jim Corrigan** dial.

Angry Spirits

The Spectre can call upon otherworldly power and bring forth spirits to attack those against whom it is dealing judgment. These spirits are represented in this scenario by special bystander tokens labeled "Angry Spirit." These special tokens have no combat values printed on them. Instead, their combat values are printed on **The Spectre's** fourth dial—the Angry Spirit dial. To determine the Angry Spirits' initial combat values, turn the Angry Spirit dial so that the green starting line appears. Then roll two six-sided dice and turn the dial clockwise a number of clicks equal to the result.

Placing Angry Spirit tokens. Each time **The Spectre** is attacked, place an Angry Spirit token adjacent to the character that attacked it after the attack resolves. If the token cannot be placed adjacent to the attacking character, place it adjacent to **The Spectre** instead.

In addition, after all players have completed their actions for a turn, place one Angry Spirit token adjacent to **The Spectre** as a free action.

No Angry Spirit tokens may be placed if the number of Angry Spirit tokens in play equals the maximum number of tokens allowed by **The Spectre's** power level (see Table 1).

Playing Angry Spirit tokens. Each time **The Spectre** takes damage, roll one six-sided die. On a result of 1 or 2, each Angry Spirit on the battlefield acts as a free action (including any Angry Spirits placed on the battlefield as a result of the attack that caused **The Spectre** to take damage). In addition, after all players have completed their actions for a turn, each Angry Spirit on the battlefield acts as a free action (including any Angry Spirits placed on the battlefield after all players completed their actions for the turn). One player chooses and resolves the actions that all Angry Spirits take during a turn, beginning with the last player to take an action during the scenario's first turn, and then moving clockwise around the table to other players in subsequent turns.

Angry Spirits are not given action tokens when they take an action. Angry Spirits always use any powers showing on the Angry Spirit dial to their greatest advantage, and they will use powers in an attempt to damage a target before using them in another way. Angry Spirits may not attack or use their powers or abilities against **The Spectre** or other Angry Spirits.

The player in control of the Angry Spirits during a turn must attack the enemies of **The Spectre** whenever possible. If an Angry Spirit cannot attack an opposing character, it will move as close as possible to an opposing character, using all of its available powers and abilities to do so.

If an Angry Spirit is dealt damage, remove it from the battlefield. When an Angry Spirit is dealt damage, turn the Angry Spirit dial a number of clicks equal to the total damage dealt. Note that the Angry Spirit dial has no end; it can be turned beyond its starting position.

When **The Spectre** leaves the battlefield, all Angry Spirits in play are removed from the game.

Additional Angry Spirit rules. Angry Spirits do not take pushing damage. When a power possessed by an Angry Spirit is countered, it is countered for that Angry Spirit only. Angry Spirits may not be targeted by Incapacitate, Mind Control, Support, or any effect that duplicates the effects of those powers.

Playing The Spectre

Placement

The Spectre occupies 18 squares (a 6-square by 3-square area). Place **The Spectre** in the center of the battlefield.

Actions

The Spectre is not given action tokens when it takes an action.

Movement

The Spectre does not move unless it is defeated, and then it leaves the battlefield.

Team Ability

In this scenario, **The Spectre** possesses the Quintessence team ability at all power levels.

QUINTESSENCE 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.

Combat

The Spectre attacks only when it takes damage. After the action that dealt **The Spectre** damage resolves, **The Spectre** immediately takes an action, either a close combat, ranged combat, or power action. This action must target the character that damaged **The Spectre** in the previous action, but may target additional characters. **The Spectre** may take any free actions available to it when it takes an action.

Whenever **The Spectre** takes an action, the player to the left of the player whose character damaged **The Spectre** rolls the dice and resolves the action to determine its effects, if any. In all other cases, the determination and resolution of **The Spectre'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 subsequent turns. **The Spectre** always uses any powers showing on its current combat dial to their greatest advantage, and it will always first use its powers and abilities in an attempt to damage an opposing character.

If all players take a turn without attacking **The Spectre**, **The Spectre** is immediately given a free action to attack the nearest opposing character.

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

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

The Spectre can attack and be attacked by grounded, hovering, and soaring characters. If a character is adjacent to **The Spectre**, **The Spectre** is adjacent to the character. **The Spectre** and soaring characters do not halve their range values when making ranged combat attacks against each other.

The Spectre is not affected by knockback.

The Spectre cannot capture or be captured.

Characters and terrain do not block or impose the hindering terrain modifier on lines of fire drawn to or from **The Spectre**. **The Spectre** may make a ranged combat attack against characters with which it is not adjacent even when **The Spectre** is adjacent to another character.

Powers and Abilities

The Spectre ignores Phasing/Teleport on its combat dials.

The Spectre 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. **The Spectre** cannot be moved by Telekinesis, but it can be the target of a Telekinesis attack. When **The Spectre** is the target of Perplex, roll one six-sided die. On a result of 5 or 6, **The Spectre** ignores that use of Perplex.

The Spectre ignores the Mystics team ability and all team abilities with similar effects.

When **The Spectre** uses Mind Control, it takes no damage due to the combined point values of successfully hit targets. When **The Spectre** uses Energy Explosion or Pulse Wave, its damage value becomes equal to the number of combat dials it started with at the beginning of the game (Spirit of Vengeance: 3, **Jim Corrigan**: 2, **Hal Jordan**: 1).

Winning the Scenario

Players can attack other players' characters in addition to **The Spectre** and the Angry Spirits.

The Spectre cannot be knocked out. When **The Spectre's** **Hal Jordan** dial displays the **KO** symbol, its power is spent and it (and any Angry Spirits) leaves the battlefield to regroup and return another day. It will not otherwise leave.

The player whose turn it is when **The Spectre** leaves the battlefield wins the scenario, and the game ends.

THE SPECTRE AS PART OF A FORCE

There have been times when **The Spectre** has been an ally of mortals. The following rules allow you to play **The Spectre** as part of a force.

The rules in this section apply to playing **The Spectre** as part of a force only.

The Dials

You do not have to use all **The Spectre's** combat dials. The number of combat dials the player of **The Spectre** chooses to use determines its point value and host in a game (see Table 2, below.) If a combat dial is not being used in a battle, click that dial until only **KO** symbols appear. If you are using a combat dial in the game, click that dial until the vertical green line indicating that dial's starting position appears. You may not use **The Spectre's** Angry Spirit dial.

Table 2: The Spectre—Power Levels as Part of a Force

Point Value	Host	Number of Dials	Team Ability
600	Hal Jordan	One	
1,200	Jim Corrigan	Two	JSA
1,800	Spirit of Vengeance	Three	

Feats

Feats cannot be assigned to **The Spectre**.

Placing The Spectre

The Spectre occupies 18 squares (a 6-square by 3-square area). If the player's starting area is not large enough to contain **The Spectre**, **The Spectre** must be placed into the starting area before all other characters, and it must occupy as many squares in the starting area as possible.

Actions

The Spectre can be given only one action during its player's turn. **The Spectre** can be pushed even when it has two action tokens; it does not take pushing damage. If you assign an action to **The Spectre** when it already has two action tokens, do not mark it with another action token.

Movement

The Spectre moves using the standard flying rules. It cannot move through walls or blocking terrain, unless a power allows it to do so. It ignores the elevation change modifier, and it ends all move actions in the hovering flight mode. **The Spectre** ignores the effects of elevated terrain and hindering terrain for movement purposes, and when it ends a move, all parts of its base are considered to be in clear, grounded terrain.

The Spectre's controller chooses any square adjacent to **The Spectre** to begin counting for movement purposes. **The Spectre** must end its movement so that all squares it occupies are squares to which it could have legally moved in the movement. If **The Spectre** moves through or stops on an object (including object tokens, 3-D objects, and special objects), the object is destroyed. Replace it with a broken wall terrain marker.

The Spectre automatically breaks away from other characters, and other characters automatically break away from **The Spectre**. No break away involving **The Spectre** may deal damage.

The Spectre may not be carried.

Combat

The Spectre has 22 adjacent squares. It can attack and be attacked through any of them. **The Spectre** can make a ranged combat attack against any character in its range, even if that character is in an adjacent square. If a character is adjacent to **The Spectre**, **The Spectre** is adjacent to that character.

Characters do not block lines of fire drawn to or from **The Spectre**. **The Spectre** blocks line of fire drawn to other characters. **The Spectre** may make a ranged combat attack against characters with which it is not adjacent even when **The Spectre** is adjacent to another character.

The Spectre can attack and be attacked by characters that are grounded, on elevated terrain, or soaring as if they were on the same level. **The Spectre** and soaring characters do not halve their range values when making ranged combat attacks against each other.

The Spectre is not affected by knockback. **The Spectre** cannot capture or be captured.

Team Ability

The Spectre possesses a team ability and team symbol based on its power level at the beginning of the game, as shown on Table 2. Whenever **The Spectre** would possess the **Justice Society™** team ability, it possesses the following alternative version of that ability instead:

JSA JUSTICE SOCIETY Before any attack roll, any friendly **Justice Society** team member adjacent to **The Spectre** may replace its defense value with **The Spectre's** defense value minus 2 (this subtraction is not a modifier) for the duration of the attack. **The Spectre** may replace its defense value with the unmodified defense value (including a replacement defense value) of any adjacent friendly **Justice Society** team member for the duration of the attack. This team ability may not be copied by wild card team abilities.

Powers and Abilities

The Spectre has the Multiattack power.

MULTIATTACK (optional) 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 by one of these attacks is reduced by 1, minimum 1 damage.

Multiattack cannot be countered or lost.

When played as part of a force, **The Spectre** ignores the Earthbound, Exploit Weakness, Force Blast, Incapacitate, Mastermind, Mind Control, Plasticity, Poison, Psychic Blast, Shape Change, and Support powers of all other characters, as well as team abilities and effects that duplicate the effects of those powers.

The Spectre ignores the Mystics team ability and all team abilities with similar effects.

The Spectre cannot be moved by Telekinesis, but it can be the target of a Telekinesis attack.

When **The Spectre** uses Energy Explosion or Pulse Wave, its damage value becomes equal to the number of combat dials it started with at the beginning of the game (Spirit of Vengeance: 3, **Jim Corrigan**: 2, **Hal Jordan**: 1).

The Spectre's combat values may not be increased by Perplex.