

RULES

This document describes the special rules for playing the STARRO THE CONQUEROR (or STARRO) colossal character. Also packaged with Starro are 12 Starrophyte tokens.

CONQUEROR FROM THE STARS

Starro can be played at several different power levels, as indicated on table 1. The power level chosen determines Starro's point value and the color of its starting line. When including Starro in your force, turn its combat dial so that the starting line of the color appropriate to its power level appears.

Table 1: Starro Power Levels

Point Value	Power Level	Starting Line
600	Invader	Yellow
800	Dominator	Blue
1,000	Conqueror	Red

Feats

Feats can't be assigned to Starro.

Placement

Starro occupies 4 squares (a 2-square by 2-square area). Starro's entire base must be placed into the starting area at the beginning of the game.

Actions

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

Moving

Starro moves using the standard flying rules. It ignores the elevation change modifier and always ends its movement in the hovering flight mode. Starro ignores the effects of elevated terrain and hindering terrain for movement purposes, though it can't end a move action with its base both on and off of elevated terrain.

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



☆ Multiattack

☆ Fragmentation

SPEED (WHITE)
Domination See special rules.

ATTACK (BLUE)
Psychic Blast

ATTACK (ORANGE)
Energy Explosion

ATTACK (YELLOW)
Pulse Wave

POINT VALUE: VARIABLE

100

DEFENSE (BROWN)
Impervious

DEFENSE (GRAY)
Invulnerable

DEFENSE (WHITE)
Alien Starfish See special rules.

DAMAGE (BLACK)
Outwit

REAL NAME: Starro

FIRST APPEARANCE: *Brave and the Bold* #28 (1960)

BACKGROUND: The starfish-shaped alien that calls itself Starro has proved a formidable foe to the Justice League over the years, at various times bringing many members of the team and much of the Earth under its thrall. Even when defeated and displayed in the Justice League's trophy hall, Starro has regenerated from small fragments thrown off in battle to return and make another attempt to conquer the world. Though the Justice League has usually been able to thwart Starro on its own, on at least one occasion the Star Conqueror has displayed such immense power that one of the *Endless* had to step in to help thwart its worldwide mental attack.

Combat

Starro has 12 adjacent squares. It can attack and be attacked through any of them. Starro 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 Starro, Starro is adjacent to the character.

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

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

Starro can't be knocked back. Starro can't capture or be captured.

Powers and Abilities

When played as part of a force, Starro ignores the 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. Starro can't be moved by Telekinesis, but it can be the target of a Telekinesis attack.

Starro ignores the Mystics team ability and team abilities with similar effects.

When Starro uses Energy Explosion, its damage value becomes equal to 2 when it is played at the Dominator power level, and 3 when it is played at the Conqueror power level.

Starro's combat values can't be increased by other characters.

Special Powers and Abilities

Starro has two special abilities, Multiattack and Fragmentation, and two special powers, Domination and Alien Starfish.

★ **Special Ability: Multiattack**

Starro has the Multiattack ability, as explained in the **HeroClix**® rulebook.

★ **Special Ability: Fragmentation**

Once per turn, as a free action (though not during another action) Starro can roll a d6 and subtract 2 from the result. The minimum result depends on Starro's power level. At Invader level, the minimum result is 1; at Dominator level, the minimum result is 2; and at Conqueror level, the minimum result is 3.

Place a number of Starrophyte tokens equal to the result in unoccupied squares 4 or fewer squares from Starro or another Starrophyte to which Starro or that other Starrophyte has a clear line of fire; tokens are placed one at a time.

STARROPHYTES

Starrophytes are not considered to be characters or terrain. They do, however, affect line of fire and occupy squares as if they were characters, and they can be destroyed following the same rules for destroying blocking terrain. A maximum of 12 Starrophytes can be on the battlefield at any time.

✈ **Special Power: Domination**

Starro can use Mind Control. When using Mind Control to attack a target, modify Starro's attack value by +1 for each Starrophyte that is 6 or fewer squares from the target and that also has a clear line of fire to the target. Starro doesn't take damage due to the point value of the target or targets when it uses Mind Control.

🐟 **Special Power: Alien Starfish**

Starro can use Toughness. At the end of your turn, you can roll a d6. At this time, you can also remove from the battlefield any number of Starrophyte tokens that are 6 or fewer squares from Starro to which Starro has a clear line of fire; add 1 to the d6 result for each removed Starrophyte. Then heal Starro of damage equal to the result.