HEROCLIX MONTHLY
The only magazine dedicated to Heroclix

Table of Contents

ISSUE 1
FEBRUARY / MARCH 2005

BASICS

Combat Dial

The Combat Dial is what separates HeroClix from all other miniatures games. The Combat Dial is part of a base attached to each Marvel HeroClix: Infinity Challenge figure, it contains all of the figure's **speed/move**, **attack**, **defense**, **range**, and **damage** statistics. The figure's statistics change with every roll of the dice but you'll never look at a rulebook again. All the statistics you need are located on the figure itself, and in an easy to use Special Abilities Card.
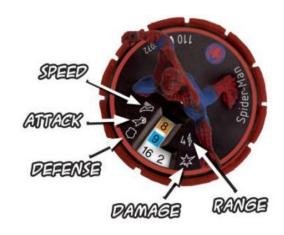
SPEED/MOVE

The number next to the boot or wing symbol is a character's movement/speed number. This is the number of squares the character can move when they are given a movement action.

ATTACK

The fist icon is attack. This number is added to the roll of 2 dice to determine if an attack hits.

DEFENSE

The shield is defense. It represents how hard it is to hurt the character. An attack must be equal to or higher than this number to hurt the character.

DAMAGE

The blast icon is damage. This is the number of clicks of damage you do to a target when you hit with any type of attack.

RANGE

The lightning bolt or bolts are range. This is the number of squares you can shoot. If the value is zero, you have to be next to a target to hit them. If there are two or more lightning bolts, you can hit that many targets with a single attack.

*Courtesy of wizkids website, www.WizkidsGames.com

2

Rock's SOHK (School of Hard Knocks) for Beginners

Whether you are a player just getting into the game after attending a new guy night or a player that is old hat to the game knowing the basics is the key to winning. Knowing every aspect of what you play will help you be competitive and feel confident when playing. I find new players have a hard time catching on to some of the basic concepts of the game that older players take for granted. This article is meant for the new players who want to try and gain some edge in playing and to learn the game. However, this article can be for experienced players who need to get back to basics. Welcome to the Rock's School of Hard Knocks.

If you are a new player and have just got a few figures PLEASE be sure to read your rulebook and become familiar with your Power and Ability Card. Make sure that every tournament you go to, bring both the PAB card and the rulebook so you can refer to it when needed. Also, don't be afraid to ask questions. This is just a game and older players should understand that to keep the game going they have to answer questions once in awhile.

Team building is one of the hardest things for a new player to catch onto. Mostly because of how few figures they have. When reading this article you will find uniques will rarely be referred to, as new players have that small pool of figures. This will also help you figure out what figures you want to pick up. Without further ado on with the article.

THE SPPOT Check Technique

If you are a new player building teams is going to be both difficult and a daunting task. There is hope though. Much like everything in life there are some basic steps to team building. I call this using the **SPPOT** check. Using the **SPPOT** check means you are looking for 5 basic abilities on your team.

```
S  -  Support
P  -  Perplex
P  -  Probability (control)
O  -  Outwit
T  -  Telekinesis
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This is the true basic of heroclix and is doable for less than 100 points of your army. Example:

SPPOT	Figure	Cost
Telek.	Jean Grey (rookie)	31
Outwit	Black Panther (rookie)	27
Perplex	Con Artist (rookie)	11
Support	Paramedic (rookie)	8
Probab.	Destiny (rookie)	20
	TOTAL	**97**

Just remember this is the *basics* to building a team and it will help you to successfully manage your team as you learn advanced team building.

Here is the team that won WWLA-2005

SPPOT	Figure
	Black Adam (vet)
Outwit	Nightwing (vet)
Telek	Jean Grey (rookie)
Prob	Destiny (rookie)
Perpl	Con Artist (Exp)
Support	Paramedic (Ex)

When you do this it should leave enough on your team to add in a heavy hitter or a few figures that can dish out damage. The whole concept of the SPPOT check is making use of what can be referred to as SUPPORT pieces (most of which are going to have little to do in actual combat most of the time). The SPPOT check is the back up for your damage dealers. It is there to enhance your main force and to keep it in the game. So, let's cover the basics of the SPOTT check and the importance of each aspect.

S - Support
Support is so important to ANY team you build because if you take some damage you can run back to your support piece and go back up the dial to your full capabilities. The thing to remember when taking a support piece is to keep it cheap. A support piece needs to be just that, support. It should not dominate the team.

TOP 3 Support Figures
- Paramedic REV
- DEO AGENT REV
- EASY Company Medic REV

P - Perplex
Perplex is very basic in what it does. It allows you to enhance any stat by +1 during your action. This can be important when trying to dish out some damage to your opponents figure or when boosting your attack value to hit that hard to hit figure. Yes, there are Feats out there that can do similar things as perplex, and there are at least 2 Battle Field conditions out there that can neuter Perplex. However, this is basics. The best thing you can do is grab some cheap perplex for what you need to do.

TOP 3 Perplex Figures
- Con Artist REV
- DEO Agent REV
- Mystique REV

P - Probability
Probability can be both a bane to you and your opponent. Just hearing those words Re-roll after you hit or miss can drive you nuts. Probability control allows you to get a second chance when it is needed the most. Not much has yet countered probability and this power has made and broke MANY games.

TOP 3 Probability Figures
- DESTINY REV
- Scarlet Witch REV (fantastic forces)
- Jinx REV

O - Outwit

Outwit can be very important and game breaking to your team. The ability to turn-off your opponent's powers can help you deal damage to an impervious figure or keep a hypersonic piece off of you for one turn. Outwit can be countered by Fortitude and white noise, also by stealth pieces as stealth is a RANGED ABILITY. Still it is going to be important to any team you build.

Outwit TOP 3 Figures
- Black Panther RE
- Batman Experienced (starter)
- Braniac 5 REV

T - Telekinesis

Having a big figure usually means you took a figure with move and attack ability. Telekinesis gives you the ability to move nearly half the distance of the map. When trying to get to your opponent it becomes very important that you have some TK on your team to get you there.

Top 3 Telekinesis Figures
- Jean Grey REV
- Cosmic Boy REV
- Songbird REV

As with all things this technique is going to take practice. Experiment with it and then as you learn you can start breaking away from the traditional team building. Using the SPPOT check method is the equivalent of learning to tie your shoes, eventually you will do it without even thinking about it. Later articles will focus on more specific options when using the SPPOT check so stay tuned and learn how to best make use of the figures you got and the figures you want. Good day and Good Gaming!!!
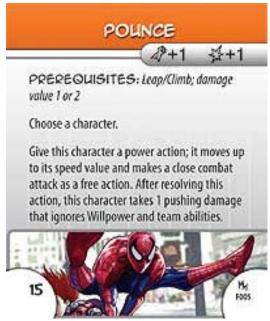
COMBO OF THE MONTH

Each month we will focus on a particular combination of figures, feats, and battlefield conditions. The combo's that are featured are must use combinations that will help you gain an edge in your game play.

POUNCE & SPIDER-MAN
First *bread* got *butter*, then *Spider-man* got *pounce*. Spider-man is featured on this card for a reason, mostly because there is no better figure to combine with pounce than Spider-man (any Spider-man figure). Spider-man allows you to have a <u>HIGH</u> attack value and a large move.

His consistent super strength allows you to possibly do up to 6 damage if you snag the soda machine on they way to your opponent. What makes him even more dangerous is most versions of Spider-man have super-senses allowing them some staying power. Then if you take some wildcard you can have an even more dangerous piece that can borrow anything from *Fantastic four* ability (Sue Storm with 19 defense) to the *Batman* ability (stealth). This

combination may allow you to take out even the toughest high point figures out there (that is right *Superman* I am talking to you!!!).

TOP COMBINATIONS
- Experienced (starter) Spider-man + Pounce + Soda Machine (11 attack and 6 damage)
- ULTIMATES REV Spider-man + Pounce + Soda Machine (10-11 attack and 6 damage)

Clix of the Month –New Guy Night Superman

In January Wizkids once again celebrated that which keeps the game going… *the new players*! This time they didn't just give out any figure, they gave out a game breaking figure that should see major tournament play at ANY point value.

There have been many questions whether this Superman is the Elseworld's "Speeding Bullets" Superman or the Superman from "Batman/Superman." In the end it does not matter. In terms of game play we have a major centerpiece for tournament play.

At 211 points Superman sounds expensive, but don't let his high point cost detour you. His Batman Team ability allows you to <u>not</u> have to take Fortitude to avoid those pesky outwitters. Plus, unless your opponent brings some stealth killing abilities (Ultimates, Superman Ally, Trick Shot) they have to get close to Superman. Getting close to this Superman is going to be tricky as he is frontloaded with Hypersonic Speed.

His 10 double range and 5 damage make him even meaner. Be confident when you play him or be afraid if you face him. Up, up and away straight to victory!!!

TEAM SUGGESTION (300 points)
- NGN Superman LE + FEAT Protected and unstoppable
- Batman Experienced (starter) FEAT Protected
- Paramedic Experienced
- Con Artist rookie

This team borrows the *Worlds Greatest Team* Theme. Protected allows your figures to take a hit and keep on ticking. Batman gives you the outwit you need and the Paramedic support in the back let's you heal up if you need to or boost up some stats.

Remember, if you are going to use perplex to turn off your Batman Ally team ability so you can target your figure. The only real problem with this team is its lack of figures and <u>no</u> probability control. You are leaving your fate in the hands of your dice, but an 11 and a 10 attack by your two major pieces gives you a good shot at hitting.

SUPERMAN (LE) [Collataral Damage]
(NEW GUY NIGHT)

Cost: 211
Range: 10⚡⚡
Team Affiliation

	1	2	3	4	5	6	7	8	9	10	11
Spd	10	10	8	10	9	9	8	8	7	7	KO
Att	11	10	10	9	9	9	8	8	7	7	KO
Def	17	16	16	16	15	15	15	15	14	14	KO
Dam	5	5	4	4	3	3	3	3	3	3	KO

CHEESE OF THE MONTH

In HeroClix you will hear the word CHEESE used quite a bit. What is cheese though? What makes a team cheese? Cheese can be defined as a team that requires very little skill to actually achieve a victory with. It is a team that is very basic in build and uses VERY specific figures when building said team. Just because it is cheese does it make the team no fun to play? Then answer is no. These teams are just as much fun to play though not fun to play against if you see them week in and week out. So spare the crackers and the amount of cheese you play.

THE L.A.M.P. TEAM

This week we will focus on what is commonly known as the LAMP team. LAMP stands for Lockjaw, Armor Piercing, Mastermind and Poison. This is a tough team to beat because it is not necessary to roll to do damage. A well-played LAMP team can deal nearly 7 damage per round. LAMP teams allow a player to get nearly their entire force across the field of play and start dealing some damage. Most games involving

LAMP teams are over between 8 to 20 minutes. Though it is beatable. If you think you will be playing a LAMP team in the near future find your Poor Teamwork BFC and Earthquake BFC.

Poor Teamwork makes it so Lockjaw cannot carry the poison piece and earthquake can do some major damage that cannot be ignored. You can also strategize to defeat this team. Simply keep your figures spaced out on the board so that the LAMP team can't surround your entire force.

TYPICAL 300 point LAMP force
- 1x rookie Lockjaw
  - Feat: Double Time
- 2x Experienced Lockjaw
  - Feat: Double Time
- 3x Experienced Viper
  - Feat: Armor Piercing
  - Feat: In Contact with Oracle
- Oracle (On card)
- Battle Field Conditions: Crosswinds
- Battle Field Conditions: Ordinary Day

This team is so easy to use, and just so dangerous.

On your first turn, move your entire team up to your opponents team using double time on the Lockjaws. Try to

position your Lockjaw's so they box out any outwitters that will try and turn off your mastermind.

During your opponents turn they now have to either try and attack or try and get away. If they hit the Vipers then mastermind the damage to the lockjaws.

Second turn deal Poison damage to any figure that is in base contact with the vipers. Now give one of your vipers outwit to turn off some abilities that might be causing you problems. You can not also attack with your vipers who will always be doing damage and have between 10-11 attack values at range.

Continue to follow your opponent around as they try and run around the board. Don't be afraid to push because your opponent is going to have to push to get away from you.

Depending on how you play this team it should not take long for a victory to occur. At the end you and your opponent will shake your heads and wonder. In all this is a very simple team to play.

Cheese teams may end up not being as fun as you first thought when you play them. Still the cheese teams are out there and there entire reason for existing are to win, and win they do. If facing or playing a cheese team remember one thing…this is ONLY A GAME. Have fun and enjoy yourself. Until next time you bring the crackers and I will bring the Cheese.

PLAYING TIPS

SEALED EVENTS

In the HeroClix world, some of the most fun activities to participate in are the sealed events. They can also be some of the most challenging. A sealed event tests a player's true skill, a win can no longer be based on a pre-constructed "cheese" team. A win is not necessarily guaranteed on what you pull either.

Sealed events can be broken up into different categories, Marquee's, Sealed and Draft. For a new player all three of these type of events can seem daunting and somewhat intimidating because of the choices that must be made when selecting what set's to buy from and what figures to pick out of your booster. This article will involve strategy for the sealed events and marquee's more than it will the drafts. I do this with the fact that the Collatral Damage marquee is this month and I would like to see more players who are new do better in these events. Hopefully the following will give a new player a hand in making the proper decisions while playing in the event.

Marquee's and sealed events are where the most competition will be found in terms of players. The LE's are more rare and the set is generally new to everyone. Winning becomes a more important factor to some players (and with this marquee being a regional qualifier even more so). Don't let competition like this ward you off from the marquee's or sealed events. These events can be the most exciting and fun, but they do take some preparation before the event.

CHECK OUT THE UNIT's SECTION WIZKIDS Figure Gallery or HCREALMS

Before a Marquee or Pre-Release event the most important thing to do is check out the unit's section or the figure galleries to get to know the new figures. You need to know what you are going to be pulling out of your packs and you also need to know what could possibly be the best things for you to play. Get to know the figures you would LIKE to pull and then figure out what figures you probably would not use. Also, use this knowledge to start preconstructing some teams using the Units section alone. Figure out what Clix pieces are going to work best with each other, what Feat combinations work best in a competition (IE OMAC Experienced and Running Start Feat). You have to know before hand if there are healers in the set, what characters have outwit, who can do 5 base damage, and who has a glass jaw. Knowing these things before your tournament will help when it comes down to strategizing as you open boosters.

DON'T COUNT ON THE UNIQUES OR POWER PIECES

It would be nice if we could all pull an Ares or KC green lantern out of a booster in a sealed event, but only a few

of us actually will. The chance that you will pull a unique has increased with the last few sets, but not every one of these figures is superb. Instead pick out a few figures that would most probably stand out as an REV since you are more likely to pull an REV of that figure than a more rare figure.

An example of this is the unleashed marquee, Black Adam was the piece to pull and most often he won tournaments, but many people were really pressing for the KC Superman, who while a beast was not something that was going to see a lot of pulls.

I CAN SEE YOU, OH WAIT NO I CAN'T

In a sealed event a well placed stealth piece is going to be important, especially if that figure has outwit, perplex, PC or a fair ranged attack. Figures with the Batman Team Ability or Stealth are going to be important pieces to add to your army. Then again, this swings around and can bite you because of the Superman team ability and the Ultimates team ability which make stealth a mute fact. Balance properly with these powers, Collateral Damage does not see much Superman Team ability, but it saw there is quite a bit of stealth.

MOBILITY, MOBILITY, MOBILITY

The ability of your characters to move around the map is crucial to your strategy. If your character only has a move of 6 you may not do well against a figure that moves 12 and can fly. Make sure the figures you pick can move a decent amount and if they can't make sure you have someone who can TK them or fly them around the board. Picking figures who can Running shot, Charge OR Hypersonic move can be just as crucial in terms of movement. Being able to move and attack can turn a game and these pieces can be some of the most important to you while you build your team. Also, having a free movement figure (JLA, Avenger. Brotherhood, Top Cow) can be important in terms of the amount of actions needed. The new veteran Superman has JLA and Hypersonic meaning he can move and attack for free.

BREAK YOUR OUTWIT AND SUPPORT DEPENDENCY

Intervention time. With the newer sets support is beginning to fade out of the clix figures or it appears later on in the dial. While it would be nice to pull a piece that will heal up your bruisers it is a minimal chance that you will pull someone that has support. Outwit is actually the opposite of support in that it is appearing on more dials than it ever did before. The only thing is it is being countered, or avoided.. I am not saying it is bad to put into your team I am just saying it may be time to look to other options such as **Psychic Blast** and **Incapacitate**.

These are just tips to assist you in your team building while you go into the Collateral damage event coming up.

11

Look at the sealed events as ways to really gain much needed experience and also as a way to expand your collection. Before I leave you I will give you a hand with some of my picks as the MVP'S of this upcoming Marquee.

1) Green Lantern VETERAN

At 167 points the Veteran Green Lantern is going to be a prime piece to pull in the marquee. His decent attack value (10) and high defense (18) make him a nice offensive and defensive piece. At 167 points it means you will be bringing some more pieces to the table as well. This figure has the GL team ability allowing him to bring some friends with him. His telekinesis will allow him to throw friendly figures into the fray and keep your opponent tied up while Green Lantern takes shots with his ranged combat expert.

2) Superman REV

All three versions of superman are unbelievably dangerous. They are cheap and effective beat sticks with consistent damage dealing abilities. Unless you pull an experienced or Veteran Mary marvel, Superman is going to be a key piece to play in the marquee and may be the most dominating piece in sealed events since Black Adam.

3) Mary Marvel REV

Hypersonic, outwit, exploit weakness, and damage reducing abilities. Why ask me if you should play this piece. Mary is such a dangerous piece to field. She is a force unto herself and is going to be a major player in the upcoming marquee. The only problem she has is she is pricey. Her rookie and experienced version are going to be perfect for the 300 point build total, but the Veteran is going not going to leave a lot of breathing room in terms of team building.

4) Doctor Midnite REV

He has support, a high attack value and can defend himself with decent damage dealing abilities. His stealth is going to help protect him from range harrassers and his own range abilities will make him a formidable part of your force. Look to Doctor Midnite to become the new premiere support piece soon as he is much more reliable and usable then the medics of the past.

This upcoming marquee is going to be very interesting, but it is going to be a lot of fun. Remember sealed events are a way to get to know how to use figures and are the real test of a players skill.

CUSTOM CLIX

The purpose of Custom Clix is to allow Heroclix players to express themselves artistically and do more than just tell wizkids what they want. Each week we will focus on one artists work or works of art. When custom feat cards and battle field conditions are presented they will be done so that you can cut them out and paste them on some cardboard and play with them. Enjoy.

This week's Custom feature is presented by HCREALMS member **NAMIC**.

The picture shown is from the Marvel comics Great Lake Avengers. It is a card that can be used during the round that you do not play a battlefield condition as you are required to bring as many Battle field conditions as there are rounds minus one. Meaning if you have three rounds of play you have to have two Battlefield Conditions, and one **PLACEHOLDER**. Well, here you go.

Great job **NAMIC**.

Placeholder

Player has decided not to play any Battle Field Conditions this round.

SCENARIO OF THE MONTH

Normally the *Scenario of the Month* will allow me to stretch my creative mind and come up with a devious event to boggle players and challenge everyone. However, for this month's scenario I wanted to go old school. One of my favorite scenario's is the **Wholly Hurricane** scenario. This scenario allows for different teams to be played and is extremely fast paced.

Wholly Hurricane!!

The city has never seen a storm like this! Under cover of wind and rain, villains strike, seizing control of a nuclear power plant. Your heroes arrive on the scene to find an opposing force standing in their way of the reactor control room. In the midst of the resulting brawl, a terrifying gale sweeps the heroes aside, shaking buildings and tossing around heavy objects like leaves in a breeze. When building a team for this event, giant figures, transporters, and figures with charge are key as they won't get pushed around by the wind.

Special Rules

- **"Are you kidding? I can hardly lift myself in this wind!"** Flying characters cannot carry other characters.

- **"Hey! Which way did that thing come from?"** Beginning with the first player's side and proceeding clockwise, number each side of the map 1, 2, 3, and 4. At the beginning of each turn, roll one die. A roll of a 1, 2, 3, or 4 determines which side of the

board the wind is blowing from. A roll of a 5 or 6 indicates a lull in the wind, which means there are no wind effects.

- **"Come back 'ere! I can't hit 'cha if ya don't stand still!"** Once the direction of the wind is determined, roll two dice. The resulting number indicates the strength of the wind. Using the rules for knockback, move all characters and objects on the board that number of squares in the direction the wind is blowing.

- **"Can't . . . keep . . . moving . . . much . . . longer . . . "** At the end of the tenth turn, your heroes are exhausted from fighting against the wind. Every action except a pass action causes a character to push. If the character has no action tokens, give it two action tokens. If the character has one action token, give it an additional action token.

Victory Condition
- The game ends when all of one player's figures are eliminated from the game. The remaining player wins.

PRICE GUIDE
prices are based on ebay averages and online prices

MARVEL Infinity Challenge

#	Price	#	Price	#	Price
001 (SHIELD Agent) Rookie	.15	061 (Puppet Master) Rookie	.15	121 (Rogue) Rookie	.25
002 (SHIELD Agent) Experienced	.35	062 (Puppet Master) Experienced	.35	122 (Rogue) Experienced	.75
003 (SHIELD Agent) Veteran	.75	063 (Puppet Master) Veteran	.75	123 (Rogue) Veteran	1.50
004 (SHIELD Medic) Rookie	.15	064 (Annihilus) Rookie	.50	124 (Dr. Strange) Rookie	1.00
005 (SHIELD Medic) Experienced	.35	065 (Annihilus) Experienced	2.00	125 (Dr. Strange) Experienced	1.75
006 (SHIELD Medic) Veteran	.75	066 (Annihilus) Veteran	3.00	126 (Dr. Strange) Veteran	3.00
007 (Hydra Operative) Rookie	.15	067 (Captain America) Rookie	.15	127 (Magneto) Rookie	1.50
008 (Hydra Operative) Experienced	.35	068 (Captain America) Experienced	.35	128 (Magneto) Experienced	2.00
009 (Hydra Operative) Veteran	.75	069 (Captain America) Veteran	.75	129 (Magneto) Veteran	3.50
010 (Hydra Medic) Rookie	.15	070 (Spider-Man) Rookie	.75	130 (Kang) Rookie	.50
011 (Hydra Medic) Experienced	.35	071 (Spider-Man) Experienced	1.00	131 (Kang) Experienced	.75
012 (Hydra Medic) Veteran	.75	072 (Spider-Man) Veteran	3.00	132 (Kang) Veteran	1.50
013 (Thug) Rookie	.15	073 (Wolverine) Rookie	.50	133 (Ultron) Rookie	.50
014 (Thug) Experienced	.35	074 (Wolverine) Experienced	.65	134 (Ultron) Experienced	1.50
015 (Thug) Veteran	.75	075 (Wolverine) Veteran	2.00	135 (Ultron) Veteran	2.50
016 (Henchman) Rookie	.15	076 (Professor Xavier) Rookie	1.00	136 (Firelord) Rookie	1.50
017 (Henchman) Experienced	.35	077 (Professor Xavier) Experienced	2.00	137 (Firelord) Experienced	3.00
018 (Henchman) Veteran	.75	078 (Professor Xavier) Veteran	3.00	138 (Firelord) Veteran	4.00
019 (Skrull Agent) Rookie	.15	079 (Juggernaut) Rookie	.75	139 (Vision) Unique	6.50
020 (Skrull Agent) Experienced	.35	080 (Juggernaut) Experienced	1.25	140 (Quasar) Unique	5.50
021 (Skrull Agent) Veteran	.75	081 (Juggernaut) Veteran	2.00	141 (Thanos) Unique	8.00
022 (Skrull Warrior) Rookie	.15	082 (Cyclops) Rookie	1.00	142 (Nightmare) Unique	2.50
023 (Skrull Warrior) Experienced	.35	083 (Cyclops) Experienced	2.50	143 (Wasp) Unique	2.00
024 (Skrull Warrior) Veteran	.75	084 (Cyclops) Veteran	4.00	144 (Elektra) Unique	2.25
025 (Blade) Rookie	.15	085 (Black Panther) Rookie	2.00	145 (Professor Xavier)	3.50
026 (Blade) Experienced	.35	086 (Black Panther) Experienced	3.00	146 (Juggernaut)	1.50
027 (Blade) Veteran	.75	087 (Black Panther) Veteran	3.25	147 (Cyclops)	1.50
028 (Wolfsbane) Rookie	.15	088 (Blizzard) Rookie	.55	148 (Captain America) Unique	2.50
029 (Wolfsbane) Experienced	.35	089 (Blizzard) Experienced	.75	149 (Wolverine) Unique	5.50
030 (Wolfsbane) Veteran	.75	090 (Blizzard) Veteran	1.50	150 (Spider-Man) Unique	4.00
031 (Elektra) Rookie	.25	091 (Pyro) Rookie	1.00	151 (Gabriel Jones) Unique	5.00
032 (Elektra) Experienced	.50	092 (Pyro) Experienced	2.00	152 (Tia Senyaka) Unique	35.00
033 (Elektra) Veteran	1.00	093 (Pyro) Veteran	3.00	153 (Operative #128) Unique	5.50
034 (Wasp) Rookie	.35	094 (Whirlwind) Rookie	.15	154 (Medic #519) Unique	8.00
035 (Wasp) Experienced	.55	095 (Whirlwind) Experienced	.35	155 (Knuckles) Unique	3.50
036 (Wasp) Veteran	1.25	096 (Whirlwind) Veteran	.75	156 (Joey the Snake) Unique	5.00
037 (Constrictor) Rookie	.15	097 (Daredevil) Rookie	.15	157 (Nenora) Unique	2.50
038 (Constrictor) Experienced	.35	098 (Daredevil) Experienced	.35	158 (Raksor) Unique	2.00
039 (Constrictor) Veteran	.75	099 (Daredevil) Veteran	.75	159 (Blade) Unique	5.00
040 (Boomerang) Rookie	.15	100 (Bullseye) Rookie	.35	160 (Rahne Sinclair) Unique	4.00
041 (Boomerang) Experienced	.35	101 (Bullseye) Experienced	.65	161 (Frank Schlichting) Unique	3.50
042 (Boomerang) Veteran	.75	102 (Bullseye) Veteran	2.00	162 (Fred Myers) Unique	7.50
043 (Kingpin) Rookie	.15	103 (Scarlet Witch) Rookie	.15	163 (Wilson Fisk) Unique	4.50
044 (Kingpin) Experienced	.35	104 (Scarlet Witch) Experienced	.35	164 (Adrian Toomes) Unique	3.00
045 (Kingpin) Veteran	.75	105 (Scarlet Witch) Veteran	.75	165 (Jean Grey) Unique	25.00
046 (Vulture) Rookie	.15	106 (Quicksilver) Rookie	.15	166 (Ned Leeds) Unique	24.00
047 (Vulture) Experienced	.35	107 (Quicksilver) Experienced	.35	167 (Victor Creed) Unique	70.00
048 (Vulture) Veteran	.75	108 (Quicksilver) Veteran	.75	168 (Bruce Banner) Unique	45.00
049 (Jean Grey) Rookie	1.00	109 (Mr. Hyde) Rookie	.15	169 (Philip Masters) Unique	12.00
050 (Jean Grey) Experienced	2.00	110 (Mr. Hyde) Experienced	.35	170 (Annihilus) Unique	52.00
051 (Jean Grey) Veteran	3.00	111 (Mr. Hyde) Veteran	.75	171 (Wolverine) Unique	6.50
052 (Hobgoblin) Rookie	.15	112 (Klaw) Rookie	.35	172 (Yellowjacket) Unique	9.50
053 (Hobgoblin) Experienced	.35	113 (Klaw) Experienced	.65	173 (Ant-Man) Unique	9.50
054 (Hobgoblin) Veteran	.75	114 (Klaw) Veteran	1.25	199 (Hulk) Unique	7.50
055 (Sabretooth) Rookie	.75	115 (Controller) Rookie	.15		
056 (Sabretooth) Experienced	1.25	116 (Controller) Experienced	.35		
057 (Sabretooth) Veteran	2.00	117 (Controller) Veteran	.75		
058 (Hulk) Rookie	.50	118 (Hercules) Rookie	.50		
059 (Hulk) Experienced	1.00	119 (Hercules) Experienced	1.00		
060 (Hulk) Veteran	2.00	120 (Hercules) Veteran	2.00		

MARVEL Clobberin' Time

#	Price	#	Price	#	Price
001 S.H.I.E.L.D. Trooper R	.45	043 Invisible Girl R	4.00	085 Nightcrawler U	40.00
002 S.H.I.E.L.D. Trooper E	.60	044 Invisible Girl E	3.50	086 Nick Fury U	7.00
003 S.H.I.E.L.D. Trooper V	.75	045 Invisible Woman V	4.00	087 Moondragon U	10.00
004 S.H.I.E.L.D. Sniper R	.35	046 Thing R	2.00	088 Spider-man U	8.00
005 S.H.I.E.L.D. Sniper E	.75	047 Thing E	3.00	089 Mojo U	5.00
006 S.H.I.E.L.D. Sniper V	1.00	048 Thing V	4.50	090 Super Skrull U	10.00
007 Mandroid Armor R	1.00	049 Human Torch R	1.50	091 Red Skull U	4.50
008 Mandroid Armor E	1.50	050 Human Torch E	2.00	092 Spiral U	9.00
009 Mandroid Armor V	2.25	051 Human Torch V	3.50	093 Titania U	3.50
010 A.I.M. Agent R	.25	052 Hawkeye R	.45	094 Mr. Fixit U	8.50
011 A.I.M. Agent E	.50	053 Hawkeye E	.60	095 Medusa U	5.00
012 A.I.M. Agent V	.75	054 Hawkeye V	.75	096 Enchantress U	4.00
013 A.I.M. Medic R	.50	055 Black Widow R	.45	101 Clay Quartermain	2.50
014 A.I.M. Medic E	.75	056 Black Widow E	.60	102 Laura Brown	10.50
015 A.I.M. Medic V	1.25	057 Black Widow V	.75	103 Agent Beaulieu	6.00
016 Skrull Commando R	.45	058 Blastaar R	.75	104 George Tarleton	5.00
017 Skrull Commando E	.60	059 Blastaar E	1.25	105 Scientist Supreme	16.00
018 Skrull Commando V	.75	060 Blastaar V	3.00	106 Paibok	2.50
019 Vampire Lackey R	.45	061 Thor R	5.00	107 Rachel Van Helsing	4.00
020 Vampire Lackey E	.60	062 Thor E	6.00	108 Felicia Hardy	15.00
021 Vampire Lackey V	1.50	063 Thor V	8.00	109 Rita DeMara	5.00
022 Black Cat R	.50	064 Sandman R	.45	110 Doctor Doom	15.00
023 Black Cat E	1.25	065 Sandman E	.60	111 Dominic Petros	2.50
024 Black Cat V	.75	066 Sandman V	.75	112 Fred J. Dukes	7.00
025 Yellowjacket R	.45	067 Logan R	2.00	113 Mortimer Toynbee	9.50
026 Yellowjacket E	.60	068 Logan E	3.00	114 Elektra Natchios	7.50
027 Yellowjacket V	.75	069 Logan V	3.50	115 Sue Storm	15.00
028 Doombot R	1.00	070 Mr. Fantastic R	.75	116 Benjamin J. Grimm	12.00
029 Doombot E	1.50	071 Mr. Fantastic E	1.50	117 Johnny Storm	15.00
030 Doombot V	2.00	072 Mr. Fantastic V	2.00	118 Clint Barton	15.00
031 Avalanche R	.45	073 Dr Doom R	3.00	119 Natasha Romanoff	45.00
032 Avalanche E	.60	074 Dr Doom E	4.00	120 Blastaar of Baluur	40.00
033 Avalanche V	1.25	075 Dr Doom V	6.00		
034 Blob R	.45	076 Doctor Octopus R	1.00		
035 Blob E	.60	077 Doctor Octopus E	1.50		
036 Blob V	.75	078 Doctor Octopus V	2.00		
037 Toad R	.45	079 White Queen R	1.50		
038 Toad E	.60	080 White Queen E	2.00		
039 Toad V	.75	081 White Queen V	2.50		
040 Elektra R	.45	082 She-Hulk R	1.00		
041 Elektra E	.60	083 She-Hulk E	1.75		
042 Elektra V	.75	084 She-Hulk V	3.50		

MARVEL X-Plosion

001 Con Artist	.50	046 Scorpion	.25	085 Shadowcat U	4.50		
002 Con Artist	.85	047 Scorpion	.50	086 Elektra U	8.50		
003 Con Artist	1.00	048 Scorpion	.75	087 Deathbird U	6.00		
004 Hand Ninja	.50	049 Abomination	.25	088 Apocalypse U	12.00		
005 Hand Ninja	.75	050 Abomination	.50	089 Green Goblin U	3.00		
006 Hand Ninja	2.00	051 Abomination	.75	090 The Leader U	3.00		
007 Hand Ninja	.50	052 Crimson Dynamo	.25	091 Sauron U	5.50		
008 Hand Ninja	.75	053 Crimson Dynamo	.50	092 Lady Deathstrike U	2.50		
009 Hand Ninja	2.00	054 Crimson Dynamo	.75	093 Spider-Man U	7.00		
010 SWAT Officer	.25	055 Beast	.25	094 Savage Hulk U	8.00		
011 SWAT Officer	.50	056 Beast	.50	095 Phoenix U	9.50		
012 SWAT Officer	.75	057 Beast	.75	096 Weapon X U	5.50		
013 SWAT Specialist	.25	058 Psylocke	.50	097 Sarah St. John U	7.50		
014 SWAT Specialist	.50	059 Psylocke	1.00	098 Kirigi U	5.00		
015 SWAT Specialist	.75	060 Psylocke	2.00	099 Elektra U	9.00		
016 Paramedic	.60	061 Daredevil	.25	100 Sammy Liebman U	4.50		
017 Paramedic	.85	062 Daredevil	.50	101 Frank Gunzer U	4.50		
018 Paramedic	1.50	063 Daredevil	.75	102 Jane Foster U	30.00		
019 Typhoid Mary	.25	064 Taskmaster	1.00	103 Mary Walker U	4.00		
020 Typhoid Mary	.50	065 Taskmaster	2.00	104 Irene Adler U	35.00		
021 Typhoid Mary	.75	066 Taskmaster	3.00	105 Tabitha Smith U	6.50		
022 Destiny	.25	067 Silver Samurai	.25	106 Raven Darkholme U	5.00		
023 Destiny	.50	068 Silver Samurai	.50	107 Madame Hydra U	8.50		
024 Destiny	.75	069 Silver Samurai	.75	108 Kitty Pryde U	5.00		
025 Boom-Boom	.25	070 Gambit	.65	109 Bobby Drake U	15.00		
026 Boom-Boom	.50	071 Gambit	1.00	110 Whitney Frost U	5.00		
027 Meltdown	.75	072 Gambit	2.00	111 Dr. Leonard Samson U	35.00		
028 Mystique	.25	073 Mandarin	1.00	112 Mac Gargan U	28.00		
029 Mystique	.50	074 Mandarin	1.75	113 Emil Blonsky U	4.00		
030 Mystique	.75	075 Mandarin	4.00	114 Dimitri Bukharin U	20.00		
031 Viper	.65	076 Iron Man	3.00	115 Hank McCoy U	32.00		
032 Viper	1.00	077 Iron Man	4.50	116 Betsy Braddock U	31.00		
033 Viper	1.30	078 Iron Man	6.00				
034 Shadowcat	.25	079 Colossus	.75				
035 Shadowcat	.50	080 Colossus	1.00				
036 Shadowcat	.75	081 Colossus	2.00				
037 Iceman	.25	082 Storm	.75				
038 Iceman	.50	083 Storm	.65				
039 Iceman	.75	084 Storm	1.50				
040 Madame Masque	.25						
041 Madame Masque	.50						
042 Madame Masque	.75						
043 Doc Samson	.50						
044 Doc Samson	.75						
045 Doc Samson	2.00						

MARVEL Critical Mass

001 Moloid R	.25	046 Rhino R	.35	085 Warbird U	8.00
002 Moloid E	.50	047 Rhino E	.65	086 Captain Marvel U	11.00
003 Moloid V	.80	048 Rhino V	1.00	087 Adam Warlock U	6.00
004 Brood Warrior R	.25	049 Mole Man R	.25	088 Ronan the Accuser U	6.00
005 Brood Warrior E	.35	050 Mole Man E	.50	089 Sersi U	6.00
006 Brood Warrior V	.55	051 Mole Man V	.80	090 Morgan Le Fay U	5.50
007 Kree Warrior R	.25	052 Nebula R	.35	091 Terrax U	15.00
008 Kree Warrior E	.50	053 Nebula E	.65	092 Dormammu U	8.00
009 Kree Warrior V	.80	054 Nebula V	1.00	093 Nova U	11.00
010 S.W.A.T. Heavy Weapons R	.25	055 Moonstone R	.35	094 Beta Ray Bill U	9.00
011 S.W.A.T. Heavy Weapons E	.50	056 Meteorite E	.50	095 Hulk U	10.00
012 S.W.A.T. Heavy Weapons V	.80	057 Meteorite V	.85	096 Silver Surfer U	30.00
013 Dreadnought R	.25	058 Brood Queen R	.25	201 (Val-or) Unique	7.50
014 Dreadnought E	.50	059 Brood Queen E	.50	202 (Divebomber) Unique	6.00
015 Dreadnought V	.80	060 Brood Queen V	.80	203 (Captain Mar-Vell) Unique	24.00
016 Hepzibah R	.25	061 Patch R	.55	204 (Roger Falcone) Unique	3.50
017 Hepzibah E	.50	062 Patch E	.85	205 (Silver Dreadnought) Unique	8.00
018 Hepzibah V	.80	063 Patch V	1.75	206 (Hepzibah) Unique	2.50
019 Marrow R 1	.25	064 Diablo R	.25	207 (Sarah) Unique	2.50
020 Marrow E	.50	065 Diablo E	.75	208 (Major Chistopher Summers) Unique	11.00
021 Marrow V	.80	066 Diablo V	1.50	209 (Marc Spector) Unique	5.50
022 Corsair R	.25	067 Spider-Man R	.50	210 (Calypso Ezili) Unique	3.00
023 Corsair E	.50	068 Spider-Man E	.75	211 (Elektra Natchios) Unique	4.00
024 Corsair V	.80	069 Spider-Man V	4.00	212 (Matt Murdock) Unique	12.00
025 Moon Knight R	.25	070 Venom R	2.00	213 (Illyana Rasputin) Unique	14.00
026 Moon Knight E	.50	071 Venom E	3.00	214 (Warren Worthington III) Unique	11.00
027 Moon Knight V	.80	072 Venom V	5.50	215 (Sergei Kravinov) Unique	9.50
028 Calypso R	.25	073 Ulik R	1.00	216 (Alex O'Hirn) Unique	40.00
029 Calypso E	.50	074 Ulik E	1.50	217 (Rupert) Unique	76.00
030 Calypso V	.80	075 Ulik V	3.00	218 (Nebula) Unique	3.00
031 Elektra R	.25	076 Umar R	.25	219 (Dr. Karla Sofen) Unique	50.00
032 Elektra E	.50	077 Umar E	.50	220 (Prof. Xavier) Unique	12.50
033 Elektra V	.80	078 Umar V	.80	221 (Invisible Woman) Unique	10.00
034 Daredevil R	.25	079 Black Queen R	.40	222 (Silver Surfer) Unique	45.00
035 Daredevil E	.50	080 Selene E	.75		
036 Daredevil V	1.25	081 Selene V	1.45		
037 Magick R	.25	082 Absorbing Man R	.50		
038 Magick E	.50	083 Absorbing Man E	.75		
039 Magick V	.80	084 Absorbing Man V	1.55		
040 Archangel R	1.00				
041 Archangel E	1.75				
042 Archangel V	2.50				
043 Kraven R	.35				
044 Kraven E	1.00				
045 Kraven V	1.75				

MARVEL Universe

# (Name) Level	Price	# (Name) Level	Price	# (Name) Level	Price
001 (Spider-Man) Experienced	1.00	052 (Gambit) Rookie	.65	103 (Cyclops) Rookie	1.00
002 (Wolverine) Experienced	1.00	053 (Gambit) Experienced	1.00	104 (Cyclops) Experienced	2.50
003 (Wasp) Experienced	1.00	054 (Gambit) Veteran	2.00	105 (Cyclops) Veteran	4.00
004 (Hobgoblin) Experienced	1.00	055 (Mandarin) Rookie	1.00	106 (Black Panther) Rookie	2.00
005 (Sabretooth) Experienced	1.00	056 (Mandarin) Experienced	1.75	107 (Black Panther) Experienced	3.00
006 (Elektra) Experienced	1.00	057 (Mandarin) Veteran	4.00	108 (Black Panther) Veteran	3.25
007 (Con Artist) Rookie	.50	058 (Iron Man) Rookie	3.00	109 (Pyro) Rookie	1.00
008 (Con Artist) Experienced	.85	059 (Iron Man) Experienced	4.50	110 (Pyro) Experienced	2.00
009 (Con Artist) Veteran	1.00	060 (Iron Man) Veteran	6.00	111 (Pyro) Veteran	3.00
010 (Hand Ninja) Rookie	.50	061 (Colossus) Rookie	.75	112 (Bullseye) Rookie	.35
011 (Hand Ninja) Experienced	.75	062 (Colossus) Experienced	1.00	113 (Bullseye) Experienced	.65
012 (Hand Ninja) Veteran	2.00	063 (Colossus) Veteran	2.00	114 (Bullseye) Veteran	2.00
013 (Hand Ninja) Rookie	.50	064 (Storm) Rookie	.75	115 (Vision) Unique	6.50
014 (Hand Ninja) Experienced	.75	065 (Storm) Experienced	.65	116 (Quasar) Unique	5.50
015 (Hand Ninja) Veteran	2.00	066 (Storm) Veteran	1.50	117 (Thanos) Unique	8.00
016 (S.W.A.T. Officer) Rookie	.25	067 (Kingpin) Rookie	.15	118 (Nightmare) Unique	2.50
017 (S.W.A.T. Officer) Experienced	.50	068 (Kingpin) Experienced	.35	119 (Wasp) Unique	2.00
018 (S.W.A.T. Officer) Veteran	.75	069 (Kingpin) Veteran	.75	120 (Elektra) Unique	2.25
019 (S.W.A.T. Specialist) Rookie	.25	070 (Vulture) Rookie	.15	121 (Professor Xavier) Unique	3.50
020 (S.W.A.T. Specialist) Experienced	.50	071 (Vulture) Experienced	.35	122 (Juggernaut) Unique	1.50
021 (S.W.A.T. Specialist) Veteran	.75	072 (Vulture) Veteran	.75	123 (Cyclops) Unique Universe	1.50
022 (Paramedic) Rookie	.60	073 (Jean Grey) Rookie	1.00	124 (Captain America) Unique	2.50
023 (Paramedic) Experienced	.85	074 (Jean Grey) Experienced	2.00	125 (Wolverine) Unique	5.50
024 (Paramedic) Veteran	1.50	075 (Jean Grey) Veteran	3.00	126 (Spider-Man) Unique	4.00
025 (Typhoid Mary) Rookie	.25	076 (Hobgoblin) Rookie	.15		
026 (Typhoid Mary) Experienced	.50	077 (Hobgoblin) Experienced	.35		
027 (Typhoid Mary) Veteran	.75	078 (Hobgoblin) Veteran	.75		
028 (Destiny) Rookie	.25	079 (Sabretooth) Rookie	.75		
029 (Destiny) Experienced	.50	080 (Sabretooth) Experienced	1.25		
030 (Destiny) Veteran	.75	081 (Sabretooth) Veteran	2.00		
031 (Boom-Boom) Rookie	.25	082 (Hulk) Rookie	.50		
032 (Boom-Boom) Experienced	.50	083 (Hulk) Experienced	1.00		
033 (Meltdown) Veteran	.75	084 (Hulk) Veteran	2.00		
034 (Mystique) Rookie	.25	085 (Puppet Master) Rookie	.15		
035 (Mystique) Experienced	.50	086 (Puppet Master) Experienced	.35		
036 (Mystique) Veteran	.75	087 (Puppet Master) Veteran	.75		
037 (Viper) Rookie	.65	088 (Annihilus) Rookie	.50		
038 (Viper) Experienced	1.00	089 (Annihilus) Experienced	2.00		
039 (Viper) Veteran	1.30	090 (Annihilus) Veteran	3.00		
040 (Shadowcat) Rookie	.25	091 (Captain America) Rookie	.15		
041 (Shadowcat) Experienced	.50	092 (Captain America) Experienced	.35		
042 (Shadowcat) Veteran	.75	093 (Captain America) Veteran	.75		
043 (Daredevil) Rookie	.25	094 (Spider-Man) Rookie	.75		
044 (Daredevil) Experienced	.50	095 (Spider-Man) Experienced	1.00		
045 (Daredevil) Veteran	.75	096 (Spider-Man) Veteran	3.00		
046 (Taskmaster) Rookie	1.00	097 (Wolverine) Rookie	.50		
047 (Taskmaster) Experienced	2.00	098 (Wolverine) Experienced	.65		
048 (Taskmaster) Veteran	3.00	099 (Wolverine) Veteran	2.00		
049 (Silver Samurai) Rookie	.25	100 (Professor Xavier) Rookie	1.00		
050 (Silver Samurai) Experienced	.50	101 (Professor Xavier) Experienced	2.00		
051 (Silver Samurai) Veteran	.75	102 (Professor Xavier) Veteran	3.00		

MARVEL Ultimates

001 (Morlock) Rookie	.25	049 (Mysterio) Rookie	.35	085 (Xorn) Unique	7.00
002 (Morlock) Experienced	.35	050 (Mysterio) Experienced	.65	086 (Baron Zemo) Unique	5.00
003 (Morlock) Veteran	.65	051 (Mysterio) Veteran	.95	087 (Carnage) Unique	20.00
004 (Hellfire Guard) Rookie	.25	052 (Punisher) Rookie	1.00	088 (Vindicator) Unique	8.10
005 (Hellfire Guard) Experienced	.45	053 (Punisher) Experienced	1.70	089 (Iron Man) Unique	15.00
006 (Hellfire Guard) Veteran	.75	054 (Punisher) Veteran	3.25	090 (Mr. Sinister) Unique	10.00
007 (Scourge) Rookie	.25	055 (Electro) Rookie	.15	091 (Crimson Cowl) Unique	3.50
008 (Scourge) Experienced	.45	056 (Electro) Experienced	.45	092 (Magneto) Unique	12.50
009 (Scourge) Veteran	.70	057 (Electro) Veteran	.75	093 (Phoenix) Unique	16.35
010 (Sentinel Trooper) Rookie	.25	058 (Ghost Rider) Rookie	.65	094 (Goblin Queen) Unique	3.25
011 (Sentinel Trooper) Experienced	.45	059 (Ghost Rider) Experienced	.95	095 (Hulk) Unique	17.25
012 (Sentinel Trooper) Veteran	.70	060 (Ghost Rider) Veteran	1.65	096 (Thor) Unique	32.45
013 (Lizard) Rookie	.25	061 (Cyclops) Rookie	.35	200 (Magneto) Unique	6.50
014 (Lizard) Experienced	.50	062 (Cyclops) Experienced	.65	201 (Jonny Ell) Unique	3.50
015 (Lizard) Veteran	.75	063 (Cyclops) Veteran	.85	202 (Wade Cole) Unique	6.50
016 (Princess Python) Rookie	.10	064 (Captain America) Rookie	.75	203 (Justice is Served!) Unique	17.00
017 (Princess Python) Experienced	.25	065 (Captain America) Experienced	1.65	204 (Sentinel Captain) Unique	3.00
018 (Princess Python) Veteran	.45	066 (Captain America) Veteran	2.45	205 (Dr. Curtis Connors) Unique	4.50
019 (Callisto) Rookie	.15	067 (Sabretooth) Rookie	.45	206 (Zelda Dubois) Unique	2.50
020 (Callisto) Experienced	.35	068 (Sabretooth) Experienced	.75	207 (Morlock Leader) Unique	8.00
021 (Callisto) Veteran	.50	069 (Sabretooth) Veteran	.95	208 (Seth Voelker) Unique	4.50
022 (Sidewinder) Rookie	.35	070 (Doctor Octopus) Rookie	.25	209 (Natasha Romanova) Unique	7.50
023 (Sidewinder) Experienced	.55	071 (Doctor Octopus) Experienced	.50	210 (Ororo Munroe) Unique	6.75
024 (Sidewinder) Veteran	.75	072 (Doctor Octopus) Veteran	.75	211 (Blanche Sitznski) Unique	2.75
025 (Black Widow) Rookie	.45	073 (Colossus) Rookie	.35	212 (Clint Barton) Unique	7.90
026 (Black Widow) Experienced	.75	074 (Colossus) Experienced	.55	213 (Patsy Walker) Unique	3.25
027 (Black Widow) Veteran	1.65	075 (Colossus) Veteran	.95	214 (Peter Parker) Unique	4.25
028 (Storm) Rookie	.25	076 (Marvel Girl) Rookie	.35	215 (Hank McCoy) Unique	3.75
029 (Storm) Experienced	.50	077 (Marvel Girl) Experienced	.55	216 (James Howlett) Unique	11.25
030 (Storm) Veteran	.75	078 (Marvel Girl) Veteran	.85	217 (Quentin Beck) Unique	4.50
031 (Anaconda) Rookie	.15	079 (Wrecker) Rookie	.35	218 (Frank Castle) Unique	14.60
032 (Anaconda) Experienced	.35	080 (Wrecker) Experienced	.65	219 (Maxwell Dillon) Unique	3.00
033 (Anaconda) Veteran	.65	081 (Wrecker) Veteran	1.05	220 (Daniel Ketch) Unique	6.75
034 (Hawkeye) Rookie	.65	082 (Captain Britain) Rookie	.85	221 (Dr. Otto Octavius) Unique	10.00
035 (Hawkeye) Experienced	.95	083 (Captain Britain) Experienced	1.65		
036 (Hawkeye) Veteran	2.00	084 (Captain Britain) Veteran	2.35		
037 (Hellcat) Rookie	.25				
038 (Hellcat) Experienced	.50				
039 (Hellcat) Veteran	.75				
040 (Spider-Man) Rookie	.50				
041 (Spider-Man) Experienced	.75				
042 (Spider-Man) Veteran	2.00				
043 (Beast) Rookie	.45				
044 (Beast) Experienced	.65				
045 (Beast) Veteran	.85				
046 (Wolverine) Rookie	.50				
047 (Wolverine) Experienced	.85				
048 (Wolverine) Veteran	1.50				

MARVEL Mutant Mayhem

Item	Price	Item	Price	Item	Price
001 (U-Men) Rookie	.35	049 (Dagger) Rookie	.55	097 (Giant-Man) Experienced	7.50
002 (U-Men) Experienced	.50	050 (Dagger) Experienced	.75	201 (Alex Summers) Unique	2.00
003 (U-Men) Veteran	1.00	051 (Dagger) Veteran	2.25	202 (Simon Williams) Unique	2.75
004 (Vanisher) Rookie	.25	052 (Bishop) Rookie	.25	203 (Angelica Jones) Unique	1.50
005 (Vanisher) Experienced	.50	053 (Bishop) Experienced	.50	204 (Tyrone Johnson) Unique	2.25
006 (Vanisher) Veteran	.75	054 (Bishop) Veteran	.75	205 (Tandy Bowen) Unique	3.00
007 (Skullbuster) Rookie	.25	055 (Blink) Rookie	.25	206 (Bishop of XSE) Unique	2.00
008 (Skullbuster) Experienced	.50	056 (Blink) Experienced	.50	207 (Clarice Ferguson) Unique	3.00
009 (Skullbuster) Veteran	.75	057 (Blink) Veteran	.75	208 (Peter Parker) Unique	3.50
010 (Harpoon) Rookie	.25	058 (Spider-Man) Rookie	.50	209 (Ted Sallis) Unique	1.50
011 (Harpoon) Experienced	.50	059 (Spider-Man) Experienced	1.00	210 (Narya) Unique	2.50
012 (Harpoon) Veteran	.75	060 (Spider-Man) Veteran	1.65	211 (Jean-Paul Beaubier) Unique	3.00
013 (Vertigo) Rookie	.25	061 (Man-Thing) Rookie	.15	212 (Walter Langkowski) Unique	3.75
014 (Vertigo) Experienced	.50	062 (Man-Thing) Experienced	.45	213 (Nathaniel Summers) Unique	2.50
015 (Vertigo) Veteran	.75	063 (Man-Thing) Veteran	.65	214 (Wade Wilson) Unique	3.75
016 (Arclight) Rookie	.25	064 (Snowbird) Rookie	.25	215 (Logan) Unique	3.90
017 (Arclight) Experienced	.50	065 (Snowbird) Experienced	.50	216 (Dr. Bruce Banner) Unique	2.25
018 (Arclight) Veteran	.75	066 (Snowbird) Veteran	.75	217 (Polaris) Unique	23.30
019 (Wild Child) Rookie	.25	067 (Northstar) Rookie	.95	218 (Hulk) Unique	5.50
020 (Wildheart) Experienced	.50	068 (Northstar) Experienced	1.65	220 (Dark Phoenix)	56.00
021 (Wild Child) Veteran	.75	069 (Northstar) Veteran	2.25	221 (Nova) Unique	21.00
022 (Blade) Rookie	.25	070 (Sasquatch) Rookie	.50	222 (Hulk) Unique	5.50
023 (Blade) Experienced	.50	071 (Sasquatch) Experienced	.65	BF001 (Darkness)	.50
024 (Blade) Veteran	.75	072 (Tanaraq) Veteran	2.00	BF002 (Earthquake)	.50
025 (Puck) Rookie	.25	073 (Cable) Rookie	.65	BF003 (Crosswinds)	.50
026 (Puck) Experienced	.50	074 (Cable) Experienced	.95	BF004 (Ordinary Day)	.50
027 (Puck) Veteran	.75	075 (Soldier X) Veteran	1.45	BF005 (War Zone)	.65
028 (Domino) Rookie	.65	076 (Deadpool) Rookie	1.25	BF006 (White Noise)	.65
029 (Domino) Experienced	.85	077 (Deadpool) Experienced	3.00	F001 (Automatic Regeneration)	2.00
030 (Domino) Veteran	1.25	078 (Deadpool) Veteran	4.75	F002 (Fastball Special)	.15
031 (Polaris) Rookie	.35	079 (Wolverine) Rookie	.35	F003 (Haymaker)	.50
032 (Polaris) Experienced	.65	080 (Wolverine) Experienced	.65	F004 (Passenger)	.55
033 (Polaris) Veteran	.95	081 (Wolverine) Veteran	1.25	F005 (Pounce)	2.25
034 (Silver Sable) Rookie	.25	082 (Hulk) Rookie	.50	F006 (Rip It Up)	.50
035 (Silver Sable) Experienced	.50	083 (Hulk) Experienced	.75	F007 (Taunt)	.45
036 (Silver Sable) Veteran	.75	084 (Hulk) Veteran	1.45	F008 (Trick Shot)	1.00
037 (Havok) Rookie	.45	085 (Longshot) Unique	10.00	MMB001 (Aunt May)	4.50
038 (Havok) Experienced	.65	086 (Mimic) Unique	7.50	MMB002 (Ben Urich)	.50
039 (Havok) Veteran	1.25	087 (Fantomex) Unique	9.25	MMB003 (Flash Thompson)	.50
040 (Wonder Man) Rookie	.75	088 (Donald Pierce) Unique	4.25	MMB004 (Franklin Richards)	.65
041 (Wonder Man) Experienced	.95	089 (Bastion) Unique	5.50	MMB005 (Gwen Stacy)	.50
042 (Wonder Man) Veteran	1.35	090 (M.O.D.O.K.) Unique	11.50	MMB006 (Kong)	.50
043 (Firestar) Rookie	.25	091 (Gladiator) Unique	16.50	MMB007 (Robbie Robertson)	.50
044 (Firestar) Experienced	.75	092 (Black Queen) Unique	9.25		
045 (Firestar) Veteran	.75	093 (Shadow King) Unique	7.00		
046 (Cloak) Rookie	.45	094 (N'astirh) Unique	8.00		
047 (Cloak) Experienced	.65	095 (Count Nefaria) Unique	15.00		
048 (Cloak) Veteran	1.50	096 (Loki) Unique	21.75		

MARVEL Fantastic Forces

001 (Lockjaw) Rookie	.35	049 (Power Man) Rookie	.45	201 (Norman Osborn) Unique	5.00
002 (Lockjaw) Experienced	.65	050 (Power Man) Experienced	.75	202 (Cain Marko) Unique	7.00
003 (Lockjaw) Veteran	.85	051 (Cage) Veteran	2.25	203 (Namor) Unique	4.75
004 (Black Knight) Rookie	.35	052 (Scarlet Witch) Rookie	.75	204 (Johnny Storm) Unique	4.50
005 (Black Knight) Experienced	.65	053 (Scarlet Witch) Experienced	1.25	205 (Sue Storm) Unique	10.00
006 (Black Knight) Veteran	.85	054 (Scarlet Witch) Veteran	2.50	206 (Ben Grimm) Unique	3.75
007 (Mirage) Rookie	.75	055 (Rogue) Rookie	.85	207 (Reed Richards) Unique	3.25
008 (Moonstar) Experienced	1.20	056 (Rogue) Experienced	1.65	208 (Kurt Wagner) Unique	6.85
009 (Moonstar) Veteran	1.75	057 (Rogue) Veteran	1.95	209 (Johnny Storm) Unique	4.25
010 (Hawkeye) Rookie	.65	058 (Dr. Strange) Rookie	1.25	B001 (Moria MacTaggart)	.40
011 (Hawkeye) Experienced	.95	059 (Dr. Strange) Experienced	2.35	B002 (Henry Peter Gyrich)	.35
012 (Hawkeye) Veteran	2.00	060 (Dr. Strange) Veteran	4.50	B003 (Professor Storm)	.35
013 (Awesome Android) Rookie	.65	061 (Green Goblin) Rookie	.45	B004 (Misty Knight)	.45
014 (Awesome Android)	.95	062 (Green Goblin) Experienced	.75	B005 (Colleen Wing)	.50
Experienced	1.75	063 (Green Goblin) Veteran	1.45	B006 (Wild Sentinel)	.50
015 (Awesome Andy) Veteran	.35	064 (Juggernaut) Rookie	1.25	B007 (Willie Lumpkin)	1.00
016 (Goliath) Rookie	.65	065 (Juggernaut) Experienced	2.50	BF001 (Astral Plane)	.35
017 (Atlas) Experienced	.85	066 (Juggernaut) Veteran	4.00	BF002 (Atlantis Rising)	.45
018 (Atlas) Veteran	.35	067 (Sub-Mariner) Rookie	.85	BF003 (Low Gravity)	.45
019 (Yellowjacket) Rookie	.65	068 (Sub-Mariner) Experienced	.65	BF004 (Poor Teamwork)	.45
020 (Yellowjacket) Experienced	.85	069 (Sub-Mariner) Veteran	1.35	BF005 (Power Dampening Field)	.65
021 (Yellowjacket) Veteran	.75	070 (Human Torch) Rookie	.35	BF006 (Disbanded!)	.85
022 (Ghost Rider) Rookie	1.25	071 (Human Torch) Experienced	.75	F001 (Force Field)	.50
023 (Ghost Rider) Experienced	3.50	072 (Human Torch) Veteran	2.75	F002 (Shake Off)	.35
024 (Ghost Rider) Veteran	.35	073 (Invisible Woman) Rookie	.75	F003 (Brilliant Tactician)	.50
025 (Asp) Rookie	.65	074 (Invisible Woman) Experienced	1.45	F004 (Nova Blast)	1.00
026 (Asp) Experienced	1.00	075 (Invisible Woman) Veteran	2.00	F005 (Double-Time)	.50
027 (Asp) Veteran	.35	076 (The Thing) Rookie	1.25	F006 (Unstoppable)	.65
028 (Shocker) Rookie	.65	077 (The Thing) Experienced	1.75	F007 (Fantastic Four)	1.00
029 (Shocker) Experienced	1.00	078 (The Thing) Veteran	3.00	F008 (Thunderbolts)	.50
030 (Shocker) Veteran	.35	079 (Mr. Fantastic) Rookie	.75		
031 (Tigra) Rookie	.65	080 (Mr. Fantastic) Experienced	1.50		
032 (Tigra) Experienced	.85	081 (Mr. Fantastic) Veteran	1.75		
033 (Tigra) Veteran	.35	082 (Nightcrawler) Rookie	1.35		
034 (Jolt) Rookie	.65	083 (Nightcrawler) Experienced	1.65		
035 (Jolt) Experienced	.85	084 (Nightcrawler) Veteran	3.65		
036 (Jolt) Veteran	.45	085 (Volcana) Unique	5.00		
037 (Karma) Rookie	.75	086 (Mad Thinker) Unique	3.50		
038 (Karma) Experienced	1.65	087 (Arnim Zola) Unique	4.25		
039 (Karma) Veteran	.45	088 (Baron Mordo) Unique	7.50		
040 (Vulture) Rookie	.65	089 (Baron Blood) Unique	4.75		
041 (Vulture) Experienced	1.50	090 (Nimrod) Unique	15.75		
042 (Vulture) Veteran	1.00	091 (Orphan) Unique	4.25		
043 (Songbird) Rookie	1.65	092 (Wolverine) Unique	8.75		
044 (Songbird) Experienced	2.00	093 (Warlock) Unique	6.15		
045 (Songbird) Veteran	.45	094 (Professor Xavier) Unique	11.25		
046 (Iron Fist) Rookie	.75	095 (Dr. Doom) Unique	11.00		
047 (Iron Fist) Experienced	2.00	096 (Spider-Man) Unique	12.50		
048 (Iron Fist) Veteran					

MARVEL Armor Wars

# (Name)	Price	# (Name)	Price	# (Name)	Price
001 (Firebrand) Rookie	.15	049 (Shaman) Rookie Armor	.50	201 (Eliot Franklin) Unique	7.00
002 (Firebrand) Experienced	.25	050 (Shaman) Experienced	.75	202 (Jeanne-Marie Beaubier) Unique	15.00
003 (Firebrand) Veteran	.60	051 (Shaman) Veteran	1.00	203 (Sam Guthrie) Unique	5.75
004 (Paladin) Rookie	.20	052 (Quicksilver) Rookie	.75	204 (Georges Baptiste) Unique	7.00
005 (Paladin) Experienced	.65	053 (Quicksilver) Experienced	1.25	205 (Talisman) Unique	12.00
006 (Paladin) Veteran	.65	054 (Quicksilver) Veteran	2.00	206 (Sir Pietro Maximoff) Unique	14.00
007 (Lorelei) Rookie	.25	055 (Psylocke) Rookie	.35	207 (Captain Britain) Unique	10.50
008 (Lorelei) Experienced	.45	056 (Psylocke) Experienced	.75	208 (Shiro Yoshida) Unique	20.00
009 (Lorelei) Veteran	.75	057 (Psylocke) Veteran	1.50	209 (Ali Blair) Unique	18.00
010 (Diamond Lil) Rookie	.15	058 (Sunfire) Rookie	.30	210 (Skurge) Unique	22.00
011 (Diamond Lil) Experienced	.25	059 (Sunfire) Experienced	.45	211 (James Rhodes) Unique	18.00
012 (Diamond Lil) Veteran	.45	060 (Sunfire) Veteran	.75	212 (Gennady Gavrilov) Unique	17.25
013 (Echo) Rookie	.15	061 (Dazzler) Rookie	.55	213 (The Gremlin) Unique	26.50
014 (Echo) Experienced	.25	062 (Dazzler) Experienced	.85	214 (Tony Stark) Unique	N/A
015 (Echo) Veteran	.75	063 (Dazzler) Veteran	2.50	215 (John Walker) Unique	20.00
016 (Killer Shrike) Rookie	.15	064 (Executioner) Rookie	.75	216 (Ultron-13) Unique	N/A
017 (Killer Shrike) Experienced	.25	065 (Executioner) Experienced	1.25	217 (Jessica Drew) Unique	5.50
018 (Killer Shrike) Veteran	.45	066 (Executioner) Veteran	4.00	218 (Anthony Stark) Unique	23.00
019 (Thunderbird) Rookie	.40	067 (War Machine) Rookie	1.25	219 (Wolverine)	N/A
020 (Thunderbird) Experienced	.75	068 (War Machine) Experienced	2.50	220 (Wolverine)	N/A
021 (Warpath) Veteran	1.00	069 (War Machine) Veteran	15.00	221 (Phoenix)	70.00
022 (Banshee) Rookie	.25	070 (Crimson Dynamo) Rookie	.75	B001 (Pepper Potts)	.25
023 (Banshee) Experienced	.45	071 (Crimson Dynamo) Experienced	1.50	B002 (Happy Hogan)	.25
024 (Banshee) Veteran	1.50	072 (Crimson Dynamo) Veteran	2.25	B003 (Justin Hammer)	.25
025 (Spymaster) Rookie	.15	073 (Titanium Man) Rookie	.75	B004 (HERBIE)	.25
026 (Spymaster) Experienced	.35	074 (Titanium Man) Experienced	1.85	B005 (Doug Ramsey)	.25
027 (Spymaster) Veteran	.65	075 (Titanium Man) Veteran	6.75	B006 (Wyatt Wingfoot)	.45
028 (Ghost) Rookie	.15	076 (Iron Man) Rookie	2.25	B007 (Tony Stark L.M.D.)	2.50
029 (Ghost) Experienced	.35	077 (Iron Man) Experienced	5.00	BF001 (Armor Wars)	1.00
030 (Ghost) Veteran	.65	078 (Iron Man) Veteran	18.00	BF002 (Inertial Interference Field)	1.00
031 (Magma) Rookie	.45	079 (Captain America) Rookie	1.75	BF003 (Isolation)	.75
032 (Magma) Experienced	.75	080 (Captain America) Experienced	2.75	BF004 (Assembled)	.75
033 (Magma) Veteran	.95	081 (Captain America) Veteran	15.50	F001 (Alpha Flight)	.50
034 (Marrina) Rookie	.25	082 (Ultron-5) Rookie	1.50	F002 (Life Model Decoy)	.75
035 (Marrina) Experienced	.65	083 (Ultron-11) Experienced	2.50	F003 (Protected)	2.00
036 (Marrina) Veteran	.85	084 (Ultron-16) Veteran	15.00	F004 (Homing Device)	.45
037 (Thunderball) Rookie	.25	085 (Crystal) Unique	3.50	F005 (Extended Range)	.75
038 (Thunderball) Experienced	.50	086 (Shathra) Unique	4.50	F006 (Saboteur)	.50
039 (Thunderball) Veteran	.75	087 (Jocasta) Unique	2.75	F007 (Armor Piercing)	1.50
040 (Aurora) Rookie	.50	088 (Iron Man) Unique	6.50	F008 (Shellhead)	.65
041 (Aurora) Experienced	.85	089 (Black King) Unique	3.75	F009 (Nanobots)	1.50
042 (Aurora) Veteran	1.55	090 (Iron Monger) Unique	4.25	F010 (Repulsor Shield)	1.25
043 (Cannonball) Rookie	.50	091 (Sentry) Unique	9.50		
044 (Cannonball) Experienced	.75	092 (Spider-Woman) Unique	4.50		
045 (Cannonball) Veteran	1.00	093 (Spider-Man) Unique	7.00		
046 (Wendigo) Rookie	.25	094 (Mystique) Unique	6.00		
047 (Wendigo) Experienced	.45	095 (Wolverine) Unique	5.25		
048 (Wendigo) Veteran	.75	096 (Magneto) Unique	12.00		

DC Hypertime

001 (Gotham Policeman) Rookie	.10	049 (T.O. Morrow) Rookie	.10	097 (Joker) Rookie	.25
002 (Gotham Policeman) Experienced	.25	050 (T.O. Morrow) Experienced	.25	098 (Joker) Experienced	.45
	.45	051 (T.O. Morrow) Veteran	.45	099 (Joker) Veteran	.65
003 (Gotham Policeman) Veteran	.10	052 (Aquaman) Rookie	.20	100 (Plastic Man) Rookie	.10
004 (Metropolis SCU) Rookie	.25	053 (Aquaman) Experienced	.45	101 (Plastic Man) Experienced	.25
005 (Metropolis SCU) Experienced	.45	054 (Aquaman) Veteran	.65	102 (Plastic Man) Veteran	.45
006 (Metropolis SCU) Veteran	.10	055 (Blue Beetle) Rookie	.20	103 (Flash) Rookie	1.65
007 (Checkmate Agent) Rookie	.25	056 (Blue Beetle) Experienced	.40	104 (Flash) Experienced	2.55
008 (Checkmate Agent) Experienced	.70	057 (Blue Beetle) Veteran	.55	105 (Flash) Veteran	3.65
009 (Checkmate Agent) Veteran	.35	058 (Booster Gold) Rookie	.20	106 (Batman) Rookie	1.65
010 (Checkmate Medic) Rookie	.55	059 (Booster Gold) Experienced	.55	107 (Batman) Experienced	2.05
011 (Checkmate Medic) Experienced	.80	060 (Booster Gold) Veteran	.60	108 (Batman) Veteran	190
012 (Checkmate Medic) Veteran	.10	061 (Nightwing) Rookie	.45	109 (Superman) Rookie	.75
013 (Intergang Agent) Rookie	.25	062 (Nightwing) Experienced	.50	110 (Superman) Experienced	1.45
014 (Intergang Agent) Experienced	.45	063 (Nightwing) Veteran	2.65	111 (Superman) Veteran	1.90
015 (Intergang Agent) Veteran	.25	064 (Changeling) Rookie	.10	112 (Arcane) Rookie	.35
016 (Intergang Medic) Rookie	.40	065 (Changeling) Experienced	.25	113 (Arcane) Experienced	.65
017 (Intergang Medic) Experienced	.65	066 (Changeling) Veteran	.45	114 (Arcane) Veteran	.85
018 (Intergang Medic) Veteran	.10	067 (Steel) Rookie	.45	115 (Swamp Thing) Rookie	.55
019 (Lackey) Rookie	.25	068 (Steel) Experienced	.65	116 (Swamp Thing) Experienced	.95
020 (Lackey) Experienced	.45	069 (Steel) Veteran	.85	117 (Swamp Thing) Veteran	1.30
021 (Lackey) Veteran	.10	070 (Gorilla Grodd) Rookie	.25	118 (Brainiac 13) Rookie	.45
022 (Criminal) Rookie	.25	071 (Gorilla Grodd) Experienced	.45	119 (Brainiac 13) Experienced	.70
023 (Criminal) Experienced	.45	072 (Gorilla Grodd) Veteran	.70	120 (Brainiac 13) Veteran	1.15
024 (Criminal) Veteran	.20	073 (Solomon Grundy) Rookie	.35	121 (Parasite) Unique	1.65
025 (Huntress) Rookie	.45	074 (Solomon Grundy) Experienced	.55	122 (Desaad) Unique	.85
026 (Huntress) Experienced	.80	075 (Solomon Grundy) Veteran	.80	123 (Darkseid) Unique	3.90
027 (Huntress) Veteran	.25	076 (Black Manta) Rookie	.10	124 (Commissioner Gordon)	3.00
028 (Robin) Rookie	.45	077 (Black Manta) Experienced	.25	125 (The Key) Unique	1.85
029 (Robin) Experienced	.70	078 (Black Manta) Veteran	.45	126 (Joker) Unique	1.55
030 (Robin) Veteran	.20	079 (Weather Wizard) Rookie	.10	127 (Catwoman) Unique	4.85
031 (Hawkman) Rookie	.35	080 (Weather Wizard) Experienced	.25	128 (Flash) Unique	7.60
032 (Hawkman) Experienced	.65	081 (Weather Wizard) Veteran	.45	129 (Batman) Unique	4.95
033 (Hawkman) Veteran	.25	082 (Clayface III) Rookie	.10	130 (Superman) Unique	6.15
034 (Harley Quinn) Rookie	.45	083 (Clayface III) Experienced	.25	131 (Carter Hall) Unique	3.50
035 (Harley Quinn) Experienced	.70	084 (Clayface III) Veteran	.45	132 (Dr. Harleen Quinzel)	2.25
036 (Harley Quinn) Veteran	.10	085 (Hawk) Rookie	.35	133 (Selina Kyle) Unique	5.25
037 (Catwoman) Rookie	.25	086 (Hawk) Experienced	.65	134 (Kirk Langstrom) Unique	2.50
038 (Catwoman) Experienced	.45	087 (Hawk) Veteran	.80	135 (Eddie Nashton) Unique	3.00
039 (Catwoman) Veteran	.10	088 (Dove) Rookie	.25	136 (Jervis Tetch) Unique	.50
040 (Man-Bat) Rookie	.25	089 (Dove) Experienced	.40	137 (Thomas Oscar Morrow)	1.00
041 (Man-Bat) Experienced	.45	090 (Dove) Veteran	.70	138 (Arthur Curry) Unique	5.20
042 (Man-Bat) Veteran	.10	091 (Bane) Rookie	.25	139 (Ted Kord) Unique	17.75
043 (Riddler) Rookie	.25	092 (Bane) Experienced	.45	140 (Michael Jon Carter) Unique	4.25
044 (Riddler) Experienced	.45	093 (Bane) Veteran	.70	141 (Superman) Unique	5.30
045 (Riddler) Veteran	.10	094 (Doomsday) Rookie	.45		
046 (Mad Hatter) Rookie	.25	095 (Doomsday) Experienced	.65		
047 (Mad Hatter) Experienced	.45	096 (Doomsday) Veteran	.95		
048 (Mad Hatter) Veteran					

DC Cosmic Justice

001 (Easy Company Soldier) Rookie	.15	049 (Saturn Girl) Rookie	.35	085 (Martian Manhunter) Unique	31.00
002 (Easy Company Soldier) E	.35	050 (Saturn Girl) Experienced	.65	086 (Bizarro) Unique	7.50
003 (Easy Company Soldier) Veteran	.65	051 (Saturn Girl) Veteran	.85	087 (Brother Blood) Unique	2.35
004 (Easy Company Medic) Rookie	.45	052 (Fatality) Rookie	.35	088 (Amazo) Unique	16.35
005 (Easy Company Medic) Experienced	.55	053 (Fatality) Experienced	.85	089 (Lex Luthor) Unique	3.45
006 (Easy Company Medic) Veteran	.75	054 (Fatality) Veteran	1.15	090 (Eclipso) Unique	4.75
007 (Parademon Scout) Rookie	.15	055 (Zatanna) Rookie	.25	091 (Despero) Unique	9.45
008 (Parademon Scout) Experienced	.35	056 (Zatanna) Experienced	.50	092 (Mordru) Unique	3.10
009 (Parademon Scout) Veteran	.55	057 (Zatanna) Veteran	.75	093 (Catgirl) Unique	2.80
010 (Parademon Warrior) Rookie	.15	058 (Lady Shiva) Rookie	.25	094 (Batgirl) Unique	6.45
011 (Parademon Warrior) Experienced	.35	059 (Lady Shiva) Experienced	.45	095 (Batman) Unique	9.80
012 (Parademon Warrior) Veteran	.55	060 (Lady Shiva) Veteran	.65	096 (Superman) Unique	11.80
013 (Lex Corp Security) Rookie	.15	061 (Starfire) Rookie	.65	201 (Little Sure Shot) Unique	6.25
014 (Lex Corp Security) Experienced	.35	062 (Starfire) Experienced	.85	202 (4-Eyes) Unique	3.45
015 (Lex Corp Security) Veteran	.55	063 (Starfire) Veteran	1.45	203 (Pharzoof) Unique	12.40
016 (Lex Corp Battlesuit) Rookie	.15	064 (Starman) Rookie	.25	204 (Valinus) Unique	2.60
017 (Lex Corp Battlesuit) Experienced	.35	065 (Starman) Experienced	.50	205 (Hope) Unique	10.00
018 (Lex Corp Battlesuit) Veteran	.55	066 (Starman) Veteran	.75	206 (Eddie Carlin) Unique	4.35
019 (Sgt. Rock) Rookie	.35	067 (Firestorm) Rookie	.85	207 (Gen. Frank Rock) Unique	8.75
020 (Sgt. Rock) Experienced	.55	068 (Firestorm) Experienced	1.45	208 (Oswald Cobblepot) Unique	11.35
021 (Sgt. Rock) Veteran	.75	069 (Firestorm) Veteran	2.15	209 (Manhunter 2.0) Unique	2.80
022 (Penguin) Rookie	.15	070 (Cheetah) Rookie	.25	210 (Hippolyta Trevor-Hall)	9.40
023 (Penguin) Experienced	.35	071 (Cheetah) Experienced	.45	211 (Pamela Isley) Unique	8.75
024 (Penguin) Veteran	.55	072 (Cheetah) Veteran	.70	212 (Dinah Lance) Unique	26.00
025 (Manhunter) Rookie	.15	073 (Deathstroke) Rookie	1.50	213 (Oliver Queen) Unique	8.00
026 (Manhunter) Experienced	.35	074 (Deathstroke) Experienced	2.00	214 (Donna Troy) Unique	4.80
027 (Manhunter) Veteran	.55	075 (Deathstroke) Veteran	3.15	215 (Rokk Krinn) Unique	4.25
028 (Fury) Rookie	.15	076 (Wonder Woman) Rookie	2.00	216 (Garth Ranzz) Unique	4.50
029 (Fury) Experienced	.35	077 (Wonder Woman) Experienced	2.35	217 (Imra Ardeen) Unique	3.30
030 (Fury) Veteran	.55	078 (Wonder Woman) Veteran	3.45	218 (Yrra Cynril) Unique	14.00
031 (Poison Ivy) Rookie	.15	079 (Circe) Rookie	.65	219 (Zatanna Zatara) Unique	12.25
032 (Poison Ivy) Experienced	.35	080 (Circe) Experienced	.95	220 (Sandra Wu-San) Unique	5.20
033 (Poison Ivy) Veteran	.55	081 (Circe) Veteran	1.65	221 (Green Lantern) Unique	7.60
034 (Black Canary) Rookie	.55	082 (Green Lantern) Rookie	1.00	222 (The Atom) Unique	18.30
035 (Black Canary) Experienced	.65	083 (Green Lantern) Experienced	1.85	223 (Plastic Man) Unique	8.40
036 (Black Canary) Veteran	.75	084 (Green Lantern) Veteran	2.35		
037 (Green Arrow) Rookie	.65				
038 (Green Arrow) Experienced	.85				
039 (Green Arrow) Veteran	1.45				
040 (Troia) Rookie	.15				
041 (Troia) Experienced	.35				
042 (Troia) Veteran	.55				
043 (Cosmic Boy) Rookie	.35				
044 (Cosmic Boy) Experienced	.65				
045 (Cosmic Boy) Veteran	.95				
046 (Live Wire) Rookie	.35				
047 (Live Wire) Experienced	.65				
048 (Live Wire) Veteran	.85				

DC Unleashed

001 (DEO Agent) Rookie	.20	049 (Batgirl) Rookie	.50	085 (Metallo) Unique	3.80		
002 (DEO Agent) Experienced	.35	050 (Batgirl) Experienced	.85	086 (The General) Unique	4.65		
003 (DEO Agent) Veteran	.60	051 (Batgirl) Veteran	1.35	087 (Kilowog) Unique	12.35		
004 (HDC Trooper) Rookie	.15	052 (Cyborg) Rookie	.75	088 (Shazam!) Unique	13.65		
005 (HDC Trooper) Experienced	.35	053 (Cyborg) Experienced	.95	089 (Ultrahumanite) Unique	1.75		
006 (HDC Trooper) Veteran	.55	054 (Cyborg) Veteran	1.15	090 (Silver Swan) Unique	4.35		
007 (Gotham Undercover) Rookie	.20	055 (Queen Bee) Rookie	.20	091 (Nu'bia) Unique	1.80		
008 (Gotham Undercover) Experienced	.35	056 (Queen Bee) Experienced	.40	092 (Mr. Bones) Unique	1.15		
009 (Gotham Undercover) Veteran	.60	057 (Queen Bee) Veteran	.65	093 (Wonder Woman) Unique	20.50		
010 (Science Police) Rookie	.20	058 (Big Barda) Rookie	.25	094 (Batman) Unique	18.60		
011 (Science Police) Experienced	.45	059 (Big Barda) Experienced	.50	095 (Superman) Unique	47.70		
012 (Science Police) Veteran	.75	060 (Big Barda) Veteran	.80	096 (Magog) Unique	18.85		
013 (Kobra Fanatic) Rookie	.25	061 (Shade) Rookie	.15	097 (Bat Sentry) Unique	8.65		
014 (Kobra Fanatic) Experienced	.35	062 (Shade) Experienced	.45	201 (Cameron Chase) Unique	7.60		
015 (Kobra Fanatic) Veteran	.85	063 (Shade) Veteran	.90	202 (Montgomery Kelly) Unique	8.70		
016 (Hawkgirl) Rookie	.35	064 (Raven) Rookie	1.00	203 (Matches Malone) Unique	10.90		
017 (Hawkgirl) Experienced	.65	065 (Raven) Experienced	1.35	204 (Shvaughn Erin) Unique	5.10		
018 (Hawkgirl) Veteran	.90	066 (Raven) Veteran	1.65	205 (Jason Burr) Unique	6.40		
019 (Brainiac 5) Rookie	.35	067 (Jesse Quick) Rookie	.65	206 (Kendra Saunders) Unique	6.00		
020 (Brainiac 5) Experienced	.45	068 (Jesse Quick) Experienced	.85	207 (Querl Dox) Unique	4.05		
021 (Brainiac 5) Veteran	.85	069 (Jesse Quick) Veteran	1.05	208 (Jonathan Crane) Unique	2.85		
022 (Scarecrow) Rookie	.25	070 (Doctor Fate) Rookie	1.20	209 (Floyd Lawton) Unique	7.20		
023 (Scarecrow) Experienced	.45	071 (Doctor Fate) Experienced	1.75	210 (Harvey Dent) Unique	4.10		
024 (Scarecrow) Veteran	.65	072 (Doctor Fate) Veteran	2.35	211 (Jade) Unique	1.15		
025 (Deadshot) Rookie	.35	073 (Maxima) Rookie	.50	212 (Dmitri Pushkin) Unique	4.50		
026 (Deadshot) Experienced	.55	074 (Maxima) Experienced	.85	213 (Richard Swift) Unique	3.30		
027 (Deadshot) Veteran	.80	075 (Maxima) Veteran	1.20	214 (Trigon's Daughter) Unique	13.10		
028 (Two-Face) Rookie	.25	076 (Supergirl) Rookie	.70	215 (Jesse Chambers) Unique	3.65		
029 (Two-Face) Experienced	.45	077 (Supergirl) Experienced	1.15	216 (Hector Hall) Unique	9.90		
030 (Two-Face) Veteran	.60	078 (Supergirl) Veteran	1.80	217 (Maxima of Almerac) Unique	9.20		
031 (Cheshire) Rookie	.20	079 (Black Adam) Rookie	1.15	218 (Kara Zor-el) Unique	8.75		
032 (Cheshire) Experienced	.40	080 (Black Adam) Experienced	1.85	219 (Teth-Adam) Unique	6.10		
033 (Cheshire) Veteran	.70	081 (Black Adam) Veteran	8.35	220 (Hal Jordan) Unique	32.50		
034 (Rocket Red) Rookie	.25	082 (Green Lantern) Rookie	1.05	221 (Shazam!) Unique	6.45		
035 (Rocket Red) Experienced	.65	083 (Green Lantern) Experienced	2.30	222 (Catwoman) Unique	6.80		
036 (Rocket Red) Veteran	.80	084 (Green Lantern) Veteran	5.80				
037 (Chameleon) Rookie	.20						
038 (Chameleon) Experienced	.45						
039 (Chameleon) Veteran	.60						
040 (Kobra) Rookie	.20						
041 (Kobra) Experienced	.45						
042 (Kobra) Veteran	.65						
043 (Killer Croc) Rookie	.25						
044 (Killer Croc) Experienced	.40						
045 (Killer Croc) Veteran	.65						
046 (Killer Frost) Rookie	.35						
047 (Killer Frost) Experienced	.55						
048 (Killer Frost) Veteran	.95						

DC Legacy

001 (Spoiler) Rookie	.25	049 (The Demon) Rookie	.65	097 (Steel) Experienced	5.90
002 (Spoiler) Experienced	.50	050 (The Demon) Experienced	.90	201 (Victor Fries) Unique	3.50
003 (Spoiler) Veteran	.80	051 (The Demon) Veteran	1.45	202 (Roy Harper, Jr.) Unique	5.50
004 (Hyena) Rookie	.15	052 (Obsidian) Rookie	.50	203 (Drake Burroughs) Unique	3.40
005 (Hyena) Experienced	.35	053 (Obsidian) Experienced	.85	204 (Lois Lane) Unique	3.25
006 (Hyena) Veteran	.65	054 (Obsidian) Veteran	2.35	205 (Etrigan) Unique	4.25
007 (Enchantress) Rookie	.25	055 (Jade) Rookie	.25	206 (Todd Rice) Unique	2.95
008 (Enchantress) Experienced	.50	056 (Jade) Experienced	.50	207 (Jennifer-Lynn Hayden) Unique	4.25
009 (Enchantress) Veteran	.75	057 (Jade) Veteran	.85	208 (Sinestro of Korugar) Unique	2.15
010 (Talia) Rookie	.35	058 (Sinestro) Rookie	.80	209 (Roland Desmond) Unique	3.65
011 (Talia) Experienced	.55	059 (Sinestro) Experienced	1.35	210 (Connor Kent) Unique	4.40
012 (Talia) Veteran	.85	060 (Sinestro) Veteran	2.85	211 (Nyeun Chun Ti) Unique	3.50
013 (Hourman) Rookie	.25	061 (Blockbuster) Rookie	.45	212 (Capt. Nathaniel Adam) Unique	2.65
014 (Hourman) Experienced	.50	062 (Blockbuster) Experienced	.85	213 (Clifford Zmeck) Unique	2.45
015 (Hourman) Veteran	.75	063 (Blockbuster) Veteran	1.45	214 (The Demon's Head) Unique	3.70
016 (Mr. Terrific) Rookie	.25	064 (Superboy) Rookie	1.05	215 (The Red Hood) Unique	2.95
017 (Mr. Terrific) Experienced	.50	065 (Superboy) Experienced	1.35	216 (Bruce Wayne) Unique	10.00
018 (Mr. Terrific) Veteran	.75	066 (Superboy) Veteran	1.85	221 (Mr. Freeze) Unique	6.00
019 (Star-Spangled Kid) Rookie	.25	067 (Persuader) Rookie	.85	B001 (Iris West-Allen)	.35
020 (Star-Spangled Kid) E	.50	068 (Persuader) Experienced	1.45	B002 (Ma Hunkle)	.35
021 (Stargirl) Veteran	.75	069 (Persuader) Veteran	1.90	B003 (Thomas Pie-Face Kalmaku)	.25
022 (Ravager) Rookie	.25	070 (Captain Atom) Rookie	.25	B004 (Harvey Bullock)	.45
023 (Ravager) Experienced	.50	071 (Captain Atom) Experienced	.65	B005 (Dr. Jeremiah Arkham)	.35
024 (Ravager) Veteran	.75	072 (Captain Atom) Veteran	1.75	B006 (Carol Ferris)	.35
025 (Power Girl) Rookie	.50	073 (Major Force) Rookie	.35	B007 (Jimmy Olson)	1.25
026 (Power Girl) Experienced	.85	074 (Major Force) Experienced	.75	BF001 (Bright Lights)	.65
027 (Power Girl) Veteran	1.25	075 (Major Force) Veteran	1.30	BF002 (Deep Shadows)	.80
028 (Impulse) Rookie	.50	076 (Ra's al-Ghul) Rookie	.95	BF003 (Ordinary Day)	.50
029 (Impulse) Experienced	.75	077 (Ra's al-Ghul) Experienced	1.45	BF004 (Overconfidence)	.50
030 (Kid Flash) Veteran	1.45	078 (Ra's al-Ghul) Veteran	1.85	BF005 (Poor Teamwork)	.45
031 (Kid Quantum) Rookie	.25	079 (The Joker) Rookie	.85	BF006 (Radiation Leak)	.35
032 (Kid Quantum) Experienced	.50	080 (The Joker) Experienced	1.20	F001 (Armor Piercing)	1.50
033 (Kid Quantum) Veteran	.75	081 (The Joker) Veteran	1.70	F002 (Damage Shield)	1.00
034 (Jinx) Rookie	.55	082 (Batman) Rookie	2.00	F003 (In Contact With Oracle)	5.35
035 (Jinx) Experienced	.80	083 (Batman) Experienced	3.75	F004 (Fortitude)	12.15
036 (Jinx) Veteran	1.35	084 (Batman) Veteran	7.50	F005 (Large Object)	.35
037 (Mr. Freeze) Rookie	.25	085 (Oracle) Unique	21.00	F006 (Lazarus Pit)	.85
038 (Mr. Freeze) Experienced	.50	086 (Hush) Unique	8.50	F007 (Stunning Blow)	4.65
039 (Mr. Freeze) Veteran	.75	087 (Wonder Woman) Unique	9.40	F008 (Trick Shot)	1.50
040 (Speedy) Rookie	.25	088 (Ares) Unique	43.40		
041 (Arsenal) Experienced	.50	089 (Ultraman) Unique	20.60		
042 (Arsenal) Veteran	.75	090 (General Zod) Unique	14.85		
043 (Wildfire) Rookie	.70	091 (Prometheus) Unique	13.70		
044 (Wildfire) Experienced	1.10	092 (Mongul) Unique	7.65		
045 (Wildfire) Veteran	1.65	093 (Hawkman) Unique	14.20		
046 (Superwoman) Rookie	1.15	094 (Red Robin) Unique	14.10		
047 (Superwoman) Experienced	1.65	095 (Flash) Unique	34.80		
048 (Superwoman) Veteran	2.35	096 (Green Lantern) Unique	55.80		

DC Icons

001 (Batman) Experienced	1.50	049 (Ra's al-Ghul) Unique	4.65
002 (Robin) Experienced	1.00	050 (Brainiac) Unique	6.85
003 (Hawkgirl) Experienced	.75	051 (Lex Luthor) Unique	8.65
004 (The Joker) Experienced	1.25	052 (Terra) Unique	4.75
005 (Harley Quinn) Experienced	.85	053 (Cyborg) Unique	2.75
006 (Man-Bat) Experienced	1.00	054 (The Flash) Unique	10.70
007 (Scarecrow) Rookie	.15	201 (Dr. Jonathan Crane) Unique	2.00
008 (Scarecrow) Experienced	.45	202 (Gar Logan) Unique	4.35
009 (Scarecrow) Veteran	.65	203 (Tim Drake) Unique	11.75
010 (Beast Boy) Rookie	.20	204 (Barbara Ann Minerva) Unique	6.85
011 (Changeling) Experienced	.40	205 (Princess Komand'r) Unique	6.35
012 (Beast Boy) Veteran	.65	206 (Princess Koriand'r) Unique	17.30
013 (Robin) Rookie	.25	207 (Dark Knight Detective) Unique	16.80
014 (Robin) Experienced	.45	208_PROMO (Batman (Promo))	1.45
015 (Robin) Veteran	1.00	209 (Professor Zoom) Unique	9.55
016 (Cheetah) Rookie	.10	B001 (Lucius Fox) Bystander	.35
017 (Cheetah) Experienced	.35	B002 (L-RON) Bystander	.35
018 (Cheetah) Veteran	.65	B003 (Maggie Sawyer) Bystander	.65
019 (Blackfire) Rookie	.25	B004 (Snapper Carr) Bystander	.35
020 (Blackfire) Experienced	.45	B005 (Renee Montoya) Bystander	.35
021 (Blackfire) Veteran	.65	B006 (Lian Harper) Bystander	.70
022 (Starfire) Rookie	.35	B007 (Speed Saunders) Unique	1.00
023 (Starfire) Experienced	.65	IBF001 (Infiltration)	.25
024 (Starfire) Veteran	.85	IBF002 (Madness)	.25
025 (Aquaman) Rookie	.20	IBF003 (Internal Strife)	.50
026 (Aquaman) Experienced	.45	IBF004 (Rally)	.50
027 (Aquaman) Veteran	.65	IBF005 (Ordinary Day)	.50
028 (Raven) Rookie	.30	IF001 (Submerged)	.35
029 (Raven) Experienced	.50	IF002 (Slippery)	.35
030 (Raven) Veteran	.75	IF003 (Divebomb)	.65
031 (Wonder Woman) Rookie	.65	IF004 (Sidekick)	.75
032 (Wonder Woman) Experienced	.95	IF005 (Unstoppabble)	.70
033 (Wonder Woman) Veteran	1.35	IF006 (Brilliant Tactician)	.60
034 (Bizarro) Rookie	.20	IF007 (Siphon Power)	.45
035 (Bizarro) Experienced	.45	IF008 (Swingline)	1.70
036 (Bizarro) Veteran	1.00	IF009 (Darkness Within)	.65
037 (The Joker) Rookie	.45		
038 (The Joker) Experienced	.65		
039 (The Joker) Veteran	.95		
040 (Batman) Rookie	.65		
041 (Batman) Experienced	1.05		
042 (Batman) Veteran	1.40		
043 (Darkseid) Rookie	.65		
044 (Darkseid) Experienced	1.35		
045 (Darkseid) Veteran	1.75		
046 (Superman) Rookie	1.00		
047 (Superman) Experienced	2.15		
048 (Superman) Veteran	6.80		

INDY HEROCLIX

001 (Ashleigh) Rookie	.15	049 (Natalia Kassle) Rookie	.15	097 (Brit City Judge) Rookie	1.00
002 (Ashleigh) Experienced	.25	050 (Natalia Kassle) Experienced	.25	098 (Brit City Judge) Experienced	2.00
003 (Ashleigh) Veteran	.45	051 (Natalia Kassle) Veteran	.45	099 (Brit City Judge) Veteran	2.50
004 (Tomoe) Rookie	.20	052 (Major Maxim) Rookie	.25	100 (Stix) Rookie	2.50
005 (Tomoe) Experienced	.35	053 (Major Maxim) Experienced	.45	101 (Stix) Experienced	3.50
006 (Tomoe) Veteran	.55	054 (Major Maxim) Veteran	.70	102 (Stix) Veteran	5.00
007 (Saurian Trooper) Rookie	.20	055 (Bron) Rookie	.25	103 (Wulf Sternhammer) Rookie	1.35
008 (Saurian Trooper) Experienced	.35	056 (Bron) Experienced	.50	104 (Wulf Sternhammer) Experienced	2.45
009 (Saurian Trooper) Veteran	.60	057 (Bron) Veteran	.75	105 (Wulf Sternhammer) Veteran	3.20
010 (Scarab) Rookie	.25	058 (Shi) Rookie	.25	106 (Torquemada) Rookie	1.00
011 (Scarab) Experienced	.40	059 (Shi) Experienced	.65	107 (Torquemada) Experienced	4.50
012 (Scarab) Veteran	.65	060 (Shi) Veteran	1.25	108 (Torquemada) Veteran	5.25
013 (Tiger Lily) Rookie	.15	061 (Yukio) Rookie	.25	109 (Nemesis) Rookie	1.00
014 (Tiger Lily) Experienced	.25	062 (Yukio) Experienced	.45	110 (Nemesis) Experienced	2.25
015 (Tiger Lily) Veteran	.45	063 (Yukio) Veteran	.70	111 (Nemesis) Veteran	3.00
016 (Sydney Savage) Rookie	.15	064 (Witchblade) Rookie	.45	112 (Judge Fire) Rookie	3.15
017 (Sydney Savage) Experienced	.25	065 (Witchblade) Experienced	.75	113 (Judge Fire) Experienced	1.85
018 (Sydney Savage) Veteran	.45	066 (Witchblade) Veteran	1.05	114 (Judge Fire) Veteran	5.35
019 (Johnny Alpha) Rookie	.35	067 (Hellboy) Rookie	2.25	115 (Judge Mortis) Rookie	3.25
020 (Johnny Alpha) Experienced	.65	068 (Hellboy) Experienced	3.25	116 (Judge Mortis) Experienced	5.35
021 (Johnny Alpha) Veteran	.95	069 (Hellboy) Veteran	4.65	117 (Judge Mortis) Veteran	6.45
022 (Judge Hershey) Rookie	.15	070 (Judge Dredd) Rookie	.75	118 (Judge Fear) Rookie	1.45
023 (Judge Hershey) Experienced	.25	071 (Judge Dredd) Experienced	1.05	119 (Judge Fear) Experienced	3.35
024 (Judge Hershey) Veteran	.45	072 (Judge Dredd) Veteran	1.55	120 (Judge Fear) Veteran	4.65
025 (Aphrodite IX) Rookie	.25	073 (Abbey Chase) Rookie	.25	201 (Princess Ashleigh) Unique	21.05
026 (Aphrodite IX) Experienced	.45	074 (Abbey Chase) Experienced	.50	202 (Tomoe Gozan) Unique	3.15
027 (Aphrodite IX) Veteran	.65	075 (Abbey Chase) Veteran	.75	203 (Bajounte-Ka) Unique	3.75
028 (Magdalena) Rookie	.15	076 (Kabuki) Rookie	.35	204 (Keiko) Unique	2.10
029 (Magdalena) Experienced	.25	077 (Kabuki) Experienced	.65	205 (Akemi) Unique	3.50
030 (Magdalena) Veteran	.45	078 (Kabuki) Veteran	.95	206 (Spec Ops Savage) Unique	11.50
031 (Arashi) Rookie	.15	079 (Death Demon) Rookie	.25	207 (Search/Destroy Agent Alpha)	11.50
032 (Arashi) Experienced	.25	080 (Death Demon) Experienced	.45	208 (Barbara Hershey) Unique	5.75
033 (Arashi) Veteran	.45	081 (Death Demon) Veteran	.65	209 (Aphrodite) Unique Indy	4.05
034 (Lobster Johnson) Rookie	..35	082 (Rasputin) Rookie	.55	210 (Sister Magdalena) Unique	6.90
035 (Lobster Johnson) Experienced	.55	083 (Rasputin) Experienced	.75	211 (Masahiro Arashi) Unique	1.90
036 (Lobster Johnson) Veteran	.95	084 (Rasputin) Veteran	1.65	212 (Lobster Johnson) Unique	6.10
037 (Arwyn) Rookie	.25	085 (Samandahl Rey) Unique	3.90	221 (Witchblade) Unique	7.20
038 (Arwyn) Experienced	.45	086 (Arwyn) Unique	2.70	222 (Boon) Unique	1.25
039 (Arwyn) Veteran	.70	087 (Hellboy) Unique	17.50	223 (Arwyn) Unique	5.00
040 (Boon) Rookie	.20	088 (Hecate) Unique	3.90		
041 (Boon) Experienced	.45	089 (Shi) Unique	2.25		
042 (Boon) Veteran	.65	090 (Abbey Chase) Unique	5.20		
043 (Ian Nottingham) Rookie	.25	091 (Judge Anderson) Unique	4.15		
044 (Ian Nottingham) Experienced	.55	092 (Judge Death) Unique	6.80		
045 (Ian Nottingham) Veteran	.75	093 (Witchblade) Unique	7.20		
046 (The Darkness) Rookie	.25	094 (Angelus) Unique	5.60		
047 (The Darkness) Experienced	.45	095 (Siamese) Unique	3.10		
048 (The Darkness) Veteran	.65	096 (Cyblade) Unique	2.00		

OTHER HEROCLIX FIGURES

SINESTRO CONSTRUCT	29.50	Alfred Pennyworth	NA	Jarvis	
SENTINEL	36.60	Lois Lane	NA	Henry Peter Gyrich	
GALACTUS	219.20	Lana Lang	NA	Mary Jane Watson-Parker	
		Martha Kent	NA	J. Jonah Jameson Unique	
Manticore Unique	3.15	Jonathan Kent	NA	Alicia Masters Unique	
Positron Unique	3.00	Perry White	NA	Betty Ross-Banner	
Statesman Unique	2.15	Linda Park	NA	Foggy Nelson Unique	
Statesman w/cape Unique	5.35	Paper Boy	NA	Deli Worker Unique	
Black Scorpion Unique	2.45	Scientist	NA	Professor Unique	
Captain Mako Unique	4.30	Security Guard	NA	Movie Star Unique	
Ghost Widow Unique	12.75	Metropolis Transit Driver	NA	Reporter Unique	
Lord Recluse Unique	7.70	Businesswoman	NA	Poltician	

CURRENT FAQ and ERRATA

1) **HeroClix** General FAQ - Updated November 2005

HeroClix Frequently Asked Questions

Updated 11/30/2005. Additions/Changes are in red text.

SECTION 1: Powers and Abilities Q & A

Barrier

Q: Can you destroy Barrier tokens? And if so, what happens to the tokens?
A: Yes. Barrier tokens can be destroyed as per the normal rules for destroying blocking terrain. A piece of destroyed Barrier leaves a rubble token in the space the Barrier token was in. The rubble token is removed at the same time the Barrier goes away.

Charge/Running Shot

Q: Can a character use Running Shot with Ranged Combat Expert or Charge with Close Combat Expert?
A: No to both. Running Shot and Charge are both power actions that allow for a free action to be used for a ranged or close combat action (respectively). Both the Ranged and Close Combat Expert powers are power actions, not combat actions.

Q: Can a character use Charge and Exploit Weakness together or Running Shot and Psychic Blast together?
A: Yes to both. Charge and Running Shot grant free close or ranged combat actions respectively. Exploit Weakness and Running Shot are close and ranged combat actions respectively. The free combat action from Charge or Running Shot can be used to activate Exploit Weakness or Psychic Blast.

Q: Can a character pick up an object when using Charge, Running Shot, or Hypersonic Speed? Can that character use that object in the current action to attack?

A: A character using Charge, Running Shot, or Hypersonic Speed may pick up an object during the movement portion of that action. A character using Charge or Hypersonic Speed may use the object to make a close combat attack in the same turn that the character picks up the object. A character using Running Shot may use the object to make a ranged combat attack (by throwing the object) in the same turn that the character picks up the object. A character using Hypersonic Speed cannot use the object to make a ranged combat attack (by throwing the object) in the same turn that the character picks up the object. This is because Hypersonic Speed grants an *attack* and throwing an object requires a ranged combat *action*.

Energy Explosion

Q: How is damage and splash damage applied with an Energy Explosion attack? If a character with Toughness were hit by both an attack and splash damage from and adjacent character, would the Toughness first reduce the damage from the attack and then the reduce the damage from the splash?
A: All damage is dealt at once. If a character were hit by both an EE attack and splash damage, then that character would take 2 damage. If the character had Toughness it would take 2 damage minus 1 for the Toughness for a total of 1 damage.

Hypersonic Speed

Q: Can a character use Hypersonic Speed option 1 (or the transporter move and attack ability) and use Ranged Combat Expert or Close Combat Expert together?
A: No. Hypersonic Speed option 1 (and the transporter move and attack ability) are move actions that grant close or ranged combat **attacks**, not close or ranged combat **actions**. Powers that require a close or ranged combat action, or a power action (such as RCE and CCE), to activate cannot be used with the move option of Hypersonic Speed.

Q: Can a character that has flight use the Hypersonic Speed option 1 (or a transporter use the move and attack ability) and carry another friendly character? Can that friendly character use any of its powers or abilities (such as Enhancement or Probability Control)?

A: Yes, the character with flight and Hypersonic Speed or a transporter using the move and attack ability can carry a character with them while attacking. However, that character is carried through the entire movement and is not set down until the action is complete. Since the character being carried is "off the board" for the entire movement, the character being carried would not be able to use any powers, abilities, or feats during the Hypersonic or move and attack action.

Q: How exactly does Hypersonic Speed option 2 work?

A: Using Flash as an attacker and Gorilla Grodd as a defender, here's an example of how HSS option 2 works…

• The Flash attacks Gorilla Grodd who has a 15 defense.

• The first roll is made against the 15 defense and is successful... Flash has a damage value of 1.

• The second roll is made against a 16 defense and is successful... Flash has a damage value of 1.

• The third roll is made against a 17 defense and is successful... Flash has a damage value of 1.

• The fourth roll is made against a 18 defense and is successful... Flash has a damage value of 1.

• A fifth roll is made against a 18 defense (because it's capped by the rule of 3)... Flash has a damage value of 1.

• Flash decides to end the attack (or he misses his roll). Flash now adds all damage and deals that damage to Grodd. Even though Flash dealt 5 points of damage, Grodd will only take 4 due to the rule of 3 (1 damage plus 3 more). The end result is that Grodd will be dealt 4 damage and then apply any damage reducing powers for the end result. If Flash had rolled any critical hits, an extra point of damage dealt for each crit hit would be added on to the 4 from the attack. If Flash had rolled doubles at any time during his attack, knockback would be applied now.

Mastermind

Q: Can a character with Mastermind split any damage that it is dealt to more than one adjacent character? What if the damage dealt to the adjacent character is more than enough to KO it?

Does the character with Mastermind take the remainder of the damage?

A: A character with Mastermind transfers all the damage to a single adjacent character and may not divide the damage between characters. All damage is transferred with Mastermind, even if it is more than enough to KO the adjacent character. The character with Mastermind would take no remaining damage.

Q: When damage from an attack that produces knockback is Masterminded off to another character, does the original target suffer knockback?

A: No. Knockback is transferred along with the damage from the attack, and the character is knocked back as if it were hit by the original attack. The character suffering knockback is moved away from the character that made the attack.

Q: If a character transfers damage with the Mastermind power, can the character receiving the damage use Toughness, Invulnerability, or Impervious? Can the character receiving damage roll Super Senses to avoid the attack?

A: The character receiving the damage can use its damage reducing powers. Mastermind states that it "deals damage to that target instead". All 3 of the damage reducing powers are activated anytime damage is dealt, so Mastermind will activate these powers. Super Senses cannot be rolled. Super Senses requires the character to be hit by an attack and Mastermind is not an attack.

Q: Can damage from the Mystics/CrossGen/Archnos TAs be transferred with Mastermind?

A: No. Mystics/CrossGen/Archnos TAs state that the attacking character *takes* 1 click of damage. Mastermind only works when the character is *dealt* damage. The glossary in the rulebook has definitions for both damage dealt and damage taken.

Mind Control

Q: If a character is Mind Controlled, can it use a free action (such as Outwit) and be given a non-free action (such as an attack)?

A: No. Mind Control allows the Mind Controlled character to take an action as a free action. If the character used Outwit, Perplex, or some other free action that would be its one action that Mind Control allowed for.

Q: Can a character with two action tokens on it be Mind Controlled? If the character has one action token on it and is Mind Controlled, does it take push damage?

A: A character can be Mind Controlled even if it has two action tokens assigned to it already. A character that is Mind Controlled is given a free action. Since no action token is assigned to the character, there is no push when a Mind Controlled character makes its action.

Outwit

Q: Can a character use Outwit on an opposing character that is in hindering terrain and has Stealth (or using a Stealth-like team ability) when the two characters are adjacent?
A: No. Outwit requires a line of fire to be drawn from the character with Outwit to the target opposing character. Stealth prevents a line of fire from being drawn, even when the characters are adjacent.
Q: After using Perplex or Outwit does a character need to maintain the line of fire in order for the power to stay in effect?
A: No. The character only needs a line of fire for the initial action of using Perplex or Outwit. Line of fire does not need to be maintained in order to maintain the effects of Outwit or Perplex.
Q: What "counters" other powers? Does Outwit, Exploit Weakness, or Psychic Blast "counter" powers?
A: Outwit is the only power that counters others. Exploit Weakness and Psychic Blast ignore damage reducing powers, but they do not counter them.

Phasing/Teleport
Q: Can a character with flight (or a transporter) and the Phasing/Teleport power carry another character and use Phasing/Teleport?
A: Yes.

Poison
Q: Do damage reducing powers (Impervious, Invulnerability, and Toughness) reduce the damage from Poison?
A: Yes. Poison deals damage and damage reducing powers reduce damage dealt.
Q: Can damage reducing powers be Outwitted before Poison takes effect?
A: Yes. Poison takes place at the beginning of the turn and Outwit can be used anytime during the turn, including at the beginning. It is up to the controlling player to choose the sequence of actions that occur at the beginning of the turn. Therefore, the controlling player could choose to use Outwit before using Poison.

Probability Control
Q: Can one of my characters with Probability Control use it to allow me to re-roll my character's Impervious or Super Senses roll?
A: Generally speaking, no. Probability Control allows you to re-roll your dice on your turn and force your opponent to re-roll his dice on his turn. Rolling for Impervious or Super Senses is your roll on your opponent's turn.
Q: Can Probability Control be used to re-roll a critical hit or a critical miss?
A: Yes. Although a critical hit always hits and a critical miss always misses, they are still attack rolls and are therefore subject to the Probability Control power.

Stealth
Q: Does a character with Stealth, or a team ability that mimics stealth, need to cancel its power or team ability in order to use a power such as Perplex or Probability Control on itself?
A: Yes. A character can draw line of fire to itself, but it cannot automatically do so. The team ability or power would need to be canceled in order to draw the line of fire to itself.

Team Abilities
Q: Does a character with the Kingdom Come team ability have to roll as it becomes adjacent to an opposing character with the Kingdom Come team ability?
A: No. Kingdom Come characters ignore the team ability on other Kingdome Come characters.
Q: If a wild card is copying the team ability of a friendly character and that friendly character is KOd, does the wild card retain that team ability?
A: Yes, the wild card would retain that team ability until it chose a different one.
Q: Can a wild card copy the team ability that another wild card is copying? For example, FigA is a wild card and copies Batman Ally from a friendly character. The friendly character with the Batman Ally team ability is KOd. FigA gets to use the Batman Ally team ability until it has chosen a different team ability. Can FigB, another wild card, now copy the Batman Ally team ability from FigA?
A: No. In order for a wild card to copy a team ability, the character the team ability is being copied from must possess that team ability. Since other wildcards do not actually possess the team ability that they are using, the team ability cannot be copied by a different wild card.

Q: Can a non-flying character that has a wildcard team ability copy the Green Lantern team ability and carry up to 8 characters? What about if the character were using the Passenger feat card? What about a transporter (and could it carry up to 12 characters)?

A: Flight is a requirement to carrying characters. A non-flier could not use the Green Lantern team ability to carry characters. The Passenger feat card is an exception to the general rule of needing flight to carry characters, but the Passenger feat card specifies that the character using the feat may only carry a single character. A transporter that uses or gains the Green Lantern team ability could carry up to 8 characters (the maximum limit set by the team ability itself).

Q: Can a character with the Green Lantern Corps Team Ability carry flyers? Can a character use a non-free action after being carried by a character with the Green Lantern team ability?

A: No. The only difference between a Green Lantern Corps member and another character is the number of figures that character can carry. All other rules for carrying characters apply as normal.

Q: Will the damage from the Mystics/CrossGen/Archnos trigger retaliation from another Mystics/CrossGen/Archnos?

A: No. Those team abilities require a successful attack to trigger the team ability. Damage taken from Mystics/CrossGen/Archnos is not an attack.

Q: If an attack KOs a character with the Mystics/CrossGen/Archnos team ability, does that character still retaliate with its team ability?

A: Yes. Even if the character is KOd, the team ability is still triggered because the character was hit by an attack and damage was dealt to the character.

Q: Can JLA (and Avengers / Brotherhood / Top Cow) TA be used with Hypersonic Speed (option 1)?

A: Yes. The JLA team ability (and the other similar TAs) works anytime you give a character a move action. HSS (option 1) is a move action. So, the JLA team ability and Hypersonic Speed (option 1) can be used together. The result of this combination is that the character is able to use HSS option 1 and not use one of you actions from your allotment of actions.

Q: Can a character with the Avengers/Brotherhood/JLA/Top Cow Team Abilities use a 'free move' action after being carried?

A: Move actions using these TAs are not considered free actions. Although they do not count against your total actions for the turn, they still defined as move actions and generate an action token, and so are not free actions. Since they are not free actions, you cannot use a move action after being carried.

Q: If a character has a team ability that allows it to move without using an action from the controlling players allotment of actions (JLA, Avengers, Brotherhood, Top Cow) and the character also has Phasing/Teleport, can that character use Phasing/Teleport with the team ability (and have the action not come from the player's allotment of actions)?

A: No. Those team abilities grant a move action and Phasing/Teleport is a power action.

Q: The Power Cosmic team ability says that powers can't be countered. Does this mean that Power Cosmic figures are immune to Psychic Blast and Exploit Weakness as well as Outwit?

A: No. Neither Psychic Blast nor Exploit Weakness counter damage reducing abilities. Instead, they ignore damage reducing abilities.

Q: Can powers granted by team abilities (such as Outwit from the Superman Enemy team ability and Probability Control from the CSA team ability) be countered with Outwit? What about team abilities that are similar to powers (such as Batman Ally team ability)… can they be countered with Outwit?

A: If the team ability grants a power, that power can be countered with Outwit. Team abilities that are similar to powers but do not grant the power itself (Batman Ally is like Stealth but it doesn't grant Stealth) cannot be countered with Outwit because team abilities themselves cannot be countered.

Telekinesis

Q: Can a character take a non-free action after being moved with Telekinesis?

A: Yes. Characters moved by the TK power do not have the same restrictions as those carried by other characters.

Q: Can a character use Telekinesis to move an object into a square that another character occupies?

A: Yes. The character in the target square does not block the line of fire to that square.

Q: Can a character use Telekinesis to make a ranged combat attack with an adjacent object when an opposing character with Stealth that is standing on that object?

A: Yes. The character with Telekinesis may use that object to attack that opposing character. The opposing character does not block line of fire to that square when using the object the opposing character is standing on.

SECTION 2: Feats Q & A

Q: Can a feat be assigned to a character that doesn't meet the prerequisites? What about if the character might be able to meet the prerequisites by applying modifiers (or other effects) at a later time (for example, can Atom be assigned Taunt since he has Perplex and could be able to Perplex up his range)?

A: No. A character must be able to meet the prerequisites for a feat when the force is constructed in order to be assigned that feat.

Brilliant Tactician

Q: Can a character with a non-wild card team ability use Brilliant Tactician to affect wild cards? Can a wild card with Brilliant Tactician affect non wild card team members? Can a character with Brilliant Tactician affect friendly characters that are assigned Thunderbolts?

A: Yes. If a character with Brilliant Tactician were going to affect friendly wild card characters, the wild cards would need to declare the same team ability that the character with Brilliant Tactician has. If a wild card character is assigned Brilliant Tactician and it would like to affect other friendly characters, the wild card with Brilliant Tactician would need to declare the same team ability as the friendly characters that it would like to affect. A character with Brilliant Tactician can affect friendly characters with Thunderbolts as long as the team ability chosen using Thunderbolts is the same as the character using Brilliant Tactician.

Q: Can a character with Brilliant Tactician use Perplex on a target friendly character to increase a combat value and then affect that same combat value on the same target character using Brilliant Tactician?

A: No. The use of Brilliant Tactician is all one instance of Perplex. Brilliant Tactician modifies the use of Perplex so that it can affect multiple characters that share a team ability with the character that is assigned Brilliant Tactician.

Damage Shield

Q: Is the damage from Damage Shield reducible by damage reducing powers (Toughness, Invulnerability, and Impervious)? Can Super Senses be used to avoid the damage from Damage Shield?

A: Damage from Damage Shield is damage dealt and damage reducing powers reduce damage dealt. Therefore, damage reducing powers are effective against the damage from Damage Shield. However, Super Senses cannot be used to avoid the damage from Damage Shield, as there is no attack involved with Damage Shield.

Darkness Within

Q: Using Darkness Within, when does the push damage to the friendly character occur? Does the friendly character need to be adjacent before to the character with Darkness Within before the action starts or before the attack?

A: The two characters need to be adjacent before the attack. A character could use Darkness Within and Charge, Running Shot, Hypersonic Speed option 1, etc. to move adjacent to a friendly character and deal the pushing damage to the friendly character in order to gain the +1 to the damage value before the attack.

Divebomb

Q: Can a soaring character with Divebomb use it to make a close combat attack on an opposing elevated character?

A: No. Divebomb specifies that the soaring character can make close combat attacks against opposing grounded characters.

Extended Range

Q: How does Extended Range work with a single target Energy Explosion or Pulse Wave attack?

A: Range is increased based on the unmodified damage value. When the attack is made, the damage value is decreased. Since both Energy Explosion and Pulse Wave change the damage value to 1, any increases in range would reduce the damage value to 0. A single target Energy Explosion or Pulse Wave attack would effectively deal 0 damage if the range was increased at all using Extended Range.

Q: How does Extended Range work with a multiple target Energy Explosion attack?

A: Since the description of Energy Explosion states that the target is dealt damage equal to the number of times it is hit by an attack, it is possible to deal damage with Energy Explosion if the target character is hit multiple times with an Energy Explosion attack.

Q: While using Extended Range and making a Pulse Wave attack (with Nova Blast, for

example) is the character's range halved before or after increasing the range with Extended Range.
A: The range increase from Extended Range is added after the range is halved for the Pulse Wave attack.
Q: How does Extended Range work with Mind Control?
A: Mind Control is an attack that deals no damage, so range could be increased without suffering any adverse effects from having the damage value reduced.
Q: Can the default 4 range granted to a character without range during a Mind Control attack be increased using Extended Range?
A: No. The prerequisites for the card state that the character must have a range greater than 0. A character without range would not be able to have the feat card assigned to them at all.

Homing Device
Q: Can Homing Device be assigned to a big or giant figure? Does the damage value of the big or giant figure get modified?
A: Yes, it can be used with big or giant characters. The damage value is not modified, as the modifier displayed on the card is only affects the standard "explosion" type damage symbol.

In Contact with Oracle
Q: Can I give a character that is an Agent a power action to use a power (such as Charge or Running Shot) and also use that action to turn Oracle's dial?
A: No. Turning Oracle's dial is a power action. Using a power such as Charge or Running Shot (or any other power, ability, or feat that gives the character a non-free action) is giving the character an action. A character cannot be given more than one non-free action in a turn.
Q: Does "replace then modify" mean I can boost a characters defense with the In Contact with Oracle bonus and then have that +1 apply in addition to using a replacement value such as Defend, the Justice Society team ability, or the alternate Fantastic Four feat?
A: No. A character is given the +1 bonus from the In Contact with Oracle card immediately when it takes an action. The replacement value doesn't occur until an attack is made against a character. When an attack is made against the character and the replacement value does occur, it replaces the defense value of the character including the In Contact with Oracle bonus that was previously applied.

Lazarus Pit
Q: What happens if a character with Lazarus Pit is KOd by an opposing character using Pulse Wave? Since Pulse Wave ignores all feats, in addition to powers and abilities, would the character still go to the Lazarus Pit?
A: Yes, the character would still go into the Lazarus Pit. Going into the Pit occurs after the Pulse Wave attack is resolved.
Q: If a character is placed in the Lazarus Pit are all other feats assigned to that character removed from that character and the game?
A: No. The rulebook states that feats are removed once a character is defeated. The rulebook defines defeated as KOd and removed from the game. A character in the Lazarus Pit has been KOd but has not been removed from the game. All feats assigned to that character (other than the Lazarus Pit) would still be assigned to that character once it is removed from the Lazarus Pit and placed back on the battlefield. Once a 5 or 6 is rolled and the special marker is removed, the character will be able to use those feats.

Nanobots
Q: Can a character use Nanobots during movement to heal as the character moves?
A: No. Unless stated otherwise by a power or ability, free actions cannot be given in the middle of another action.
Q: Can a character use Nanobots even if it is at its starting click?
A: Yes.

Pounce
Q: Can a character use Leap/Climb with Pounce?
A: No. Although Leap/Climb is a prerequisite for Pounce, the two cannot be used together. Pounce is a power action and Leap/Climb is used when you give a character a move action. A character can only be given one nonfree action in a turn.
Q: Can a character with a damage value of 2 be Perplexed or use In Contact with Oracle to boost the damage to 3 (or more) and then use Pounce?
A: No. Once the character has more than a 2 damage value it no longer meets the prerequisites for Pounce and cannot use the feat.
Q: Can a character use Pounce and Blades/Claws/Fangs together?
A: No. Pounce grants a free close combat attack and Blades/Claws/Fangs requires a close combat action.

Q: Can a character that has Super Strength and is assigned Pounce pick up an object while using Pounce?

A: Yes. Characters with Super Strength can pick up objects whenever they move as a result of being given a move, power, or free action.

Protected

Q: Does Protected allow the character to ignore the damage from all attacks involved in a multi-attack?

A: No. A multi-attack is two (or more) separate attacks. Protected would only allow the character to ignore the damage from one of the attacks.

Q: Does Protected allow the character to ignore the damage from both attacks that result from an opposing
character using Flurry?

A: No. Protected allows the character to ignore damage dealt from a single action. Flurry grants two free actions to use as close combat attacks. Since Flurry grants two actions, Protected could only be used against one of them.

Repulsor Shield

Q: If a character using Ranged Combat Expert attacks a character with Repulsor Shield, is the entire attack ignored due to Repulsor Shield?

A: No, only the +2 modifier from the Ranged Combat Expert power would be ignored. The attack would still deal the base damage, plus any other modifiers.

Rip it Up

Q: Can a character be given a light 3D object (such as the mailbox) when using Rip It Up?

A: No. Rip It Up states that the character is given a light object token from outside the game. 3D objects are not tokens.

Sidekick

Q: Can I assign multiple Sidekick cards to the same character? Can I "chain" defenses values by using multiple Sidekick cards?

A: No. Any given feat may only be assigned to the same character one time.

Siphon Power

Q: Can a wild card copy the team ability that a character with Siphon Power has chosen?

A: No. In order for a wild card to copy a team ability, the character the team ability is being copied from must possess that team ability. Since other wildcards (including the one using Siphon Power) do not actually possess the team ability

that they are using, the team ability cannot be copied by a different wild card.

Q: What happens if a character with Siphon Power and a character with Saboteur are on opposing teams?

A: As a character with Siphon Power is still a wild card, that character would only be able to use the team ability of the character that has Saboteur. If the character with Saboteur happens to have a team ability that can't be copied by wild cards, the character with Siphon Power would still be able to use that team ability.

Thunderbolts

Q: If a player has both Avengers and Fantastic Four characters on a team and is using both the Thunderbolts and Fantastic Four feat cards, can the player declare the alternate Fantastic Four team ability with Thunderbolts? If the Thunderbolts choose Fantastic Four do they get the original Fantastic Four team ability or the alternate Fantastic Four team ability (the one specified on the feat card)?

A: Avengers using Thunderbolts may not choose a team ability that is provided by a feat card. If the Thunderbolts choose Fantastic Four as their team ability they would receive the original Fantastic Four team ability.

Q: If both players are using the Thunderbolts feat card on their force, which player chooses their team ability for the Thunderbolts first?

A: The players would each roll two dice. The player that rolled the highest number would choose the team ability for his own Thunderbolts characters first. This is a separate roll from the roll to determine which player is Player 1.

Q: The rules state that if a character becomes friendly to an opposing force (such as by a Mind Control attack) that the opposing player cannot use any feats that the character may posses. What happens if a character with the Thunderbolts (or Fantastic Four) feat is Mind Controlled? Which team ability does it have?

A: It would have the original team ability that is printed on the dial until control of the character reverted back to its owner.

SECTION 3: Giant, Big, Transporter, and Double-base Character Q & A

Big Characters

Q: Are the Sentinel and Sinestro retired from tournament play?

37

A: No, none of the big characters have been retired.

Giant Characters

Q: Can a character that is two squares away from an opposing giant character make a ranged combat attack to the giant character? Could the giant character make a ranged combat attack to an opposing character two squares away?

A: Yes to both cases. Giant characters are adjacent to other characters for close combat and movement purposes only. Other characters are adjacent to giant characters for movement only.

Q: Is a grounded giant character adjacent to an elevated opposing character for close combat purposes? How about if the opposing character is soaring? Or if the giant character is elevated?

A: A grounded giant character is adjacent to an opposing elevated or soaring character up to two squares away, and visa versa. An elevated giant character is adjacent to an opposing soaring character up to two squares away, and visa versa. An elevated giant character is not adjacent to an opposing grounded character.

Q: If a giant character were copying the Kingdom Come team ability (via a wild card team ability or through Thunderbolts), where would an opposing character have to stop and make the Kingdom Come roll?

A: As adjacency for giant characters is two squares away, the opposing character would need to make the roll for the KC team ability before it entered a square that was two squares away from a giant character. Essentially, the opposing character would need to make the KC roll when it was three squares away from the giant character.

Q: If a medic and another friendly character are adjacent and at least one of them is two squares away from an opposing giant character, but neither are in a square adjacent to the square the giant character is in, can the medic use Support on the friendly character?

A: No. Any character that is two squares away from a giant character is considered adjacent to that giant character. Support cannot be used when adjacent to an opposing character.

Multi-Attack

Q: Can a big character using the multi-attack ability use Enhancement from a single character for both attacks?

A: Yes.

Q: How do Battlefield Conditions work in a constructed tournament?

A:
• You may choose to play BC cards or not, they are optional.
• If you choose to play them, you must make a hand. Your hand must have a number of cards equal to the number of rounds in the tournament. You must play a card each round.
• Your hand may contain BC cards equal to the number of rounds minus one (in a four round tourney you can have up to 3 BC cards). You don't have to have that many... you can only bring 1 if you want. The rest of your cards have to be "place holders" and can be feats or bystander cards.
• Your hand cannot have more than one copy of any BC card (you can't have two or more Ordinary Day cards for example).
• Your opponent has no say in if you want to play BC cards or not. If you bring them, you can play them.
• After you roll for 1st player, choose a map, reveal your team, etc, etc... but before you place your figs in the starting area, both players reveal their BC cards at the same time (no waiting to see which card your opponent plays before you choose a card). Place holder cards, if played, obviously have no effect on the game.
• Whatever card is played, it is removed from your hand after the game is over.

Armor Wars

Q: How does Armor Wars work?

A: After an attack is successful and damage has been dealt, if the damage dealt was reduced (such as by a damage reducing power) then an extra click of damage is dealt to the character. This extra 1 damage is "after the fact" so it is not reduced by damage reducers or other means.

Q: What happens if both players play the Armor Wars Battlefield Condition? How much damage is dealt after the attack is resolved?

A: 1 damage is dealt for each copy of Armor Wars in play, subject to the Rule of 3. If two players both played Armor Wars then the damage dealt as a result of Armor Wars would be 2.

Q: If Armor Wars is in play and Incapacitate is used will the target of a successful attack be given a token and dealt 1 damage due to Armor Wars?

A: No. Damage must be dealt and then reduced in order for Armor Wars to be used. The 0 damage from Incapacitate would never be reduced.

Assembled
Q: Does "Assembled" stop working when I have less than 5 characters with the same team symbol on my team?
A: Yes. Assembled requires a minimum of 5 characters with the same team symbol in order to function. If a member of the team is KOd leaving only 4 members with the same team symbol, the remaining members would no longer gain the benefit from Assembled.

Atlantis Rising
Q: What happens if both Atlantis Rising and Astral Plane are played in the same game?
A: Since these two Battlefield Conditions contradict each other, the players would have a roll off to determine which Battlefield Condition remained in the game. This is a separate roll from the roll to determine which player is Player 1.
Q: The "Prepare to Play" section of the rules states that first Battlefield Condition Cards are revealed and then objects are placed. If Atlantis Rising is played, can objects be placed on grounded areas of the map? Or is all clear squares of grounded terrain considered hindering now that Atlantis Rising is in play?
A: Objects can still be placed on clear terrain at the grounded elevation. Atlantis Rising doesn't cause the clear terrain to become water terrain until the game begins.

Darkness/Deep Shadows
Q: How does Darkness or Deep Shadows interact with Bright Lights if both are played at the same time?
A: Darkness and Deep Shadows both limit range to 6. Deep Shadows has the added affect of making all nonblocking terrain hindering terrain for line of fire purposes. Bright Lights eliminates the effects of Stealth and Stealth-like team abilities. So if the cards were in play at the same time, Stealth would be negated (due to Bright Lights) and range would be limited to 6. If Deep Shadows were in play then all non-blocking terrain would also be hindering for line of fire purposes.
Q: If Darkness or Deep Shadows is in play and a character with Pulse Wave makes an attack, is the range Pulse Wave range half of the printed value or half of the 6 range that Darkness or Deep Shadows limits range to? For example, if a character with 10 range makes a Pulse Wave attack is the range 5 (half of the character's range, which is below what Darkness/Deep Shadows limits it to) or is the range 3 (half of the 6 range that Darkness/Deep Shadows imposes)?
A: If a character uses a Pulse Wave in an attack the range used is half of the character's range. When Darkness or Deep Shadows is in play, the character's range is no more than 6. Therefore, a character with a range value greater than 6 has a 6 range when Darkness or Deep Shadows is in play. The Pulse Wave range would be half of that, or 3.

Disbanded!
Q: Does Disbanded! affect characters with the Power Cosmic team ability?
A: Yes. Characters that have the Power Cosmic team ability would ignore that team ability. For standard characters (such as the LE Nova and LE Surfer) this means that they would take push damage from taking a second consecutive action and their powers could be countered. For Galactus this means that the character's powers could be countered. Galactus may still push every round and would not take push damage, as that is an ability granted by his rules rather than the team ability. For Dark Phoenix it means that the character's powers could be countered. Dark Phoenix could still push every round, as it is a function of her being a big character, but would take push damage for doing so.
Q: Does Disbanded! cancel/counter the Assembled Battlefield Condition?
A: No. Disbanded! renders team abilities null and void and Assembled works off of team symbols.

Earthquake
Q: Can damage reducing powers (Toughness, Invulnerability, and Impervious) be used to reduce damage from Earthquake? Can Super Senses be used to avoid the damage from Earthquake?
A: Earthquake deals damage and damage reducing powers reduce damage dealt. Therefore Toughness, Invulnerability, and Impervious will all reduce the damage from Earthquake. Impervious can be rolled to attempt to reduce the damage from Earthquake to zero. Super Senses cannot be rolled to avoid the damage from Earthquake. Super Senses can only be rolled if

the character is hit by an attack and Earthquake is not an attack.

Q: Can a character with Probability Control force a player to re-roll the Earthquake dice roll?
A: No. Probability Control requires the character with the power to be able to draw a line of fire to the target character that is rolling the dice. There is no target character to draw a line of fire to when rolling for Earthquake.

Inertial Interference Field
Q: Does the last line of Inertial Interference Field apply to all knockback or just knockback that occurs as a result of an attack using Charge, Running Shot, or Hypersonic Speed?
A: It applies to all knockback.

Power Dampening Field
Q: What does the Battlefield Condition card Power Dampening Field limit?
A: Power Dampening Field limits all damage values to a maximum of 3. All powers / abilities / feats that modify the damage value (Perplex, In Contact with Oracle, Ranged Combat Expert, Enhancement, etc) are affected by Power Dampening Field. Even the die roll for Blades/Claws/Fangs replaces the damage value so it would be affected as well. Currently the only things that do not add to the damage value are critical hits and damage from objects (these add to the damage dealt).

SECTION 5: Miscellaneous Q &A

Adjacency
Q: Can a figure that is base contact with an opposing figure be carried away by a friendly flying fig? Does the fig have to roll break away? If the flying fig is not in base contact with an opposing figure, would it have to roll break away?
A: A friendly flyer can carry away a figure that is in base contact with an opposing figure. The figure being carried doesn't have to roll break away. The flier would only need to roll break away if it were based by an opposing figure.

Q: Can a character that is adjacent to an opposing character make ranged combat attacks against that character?
A: Characters with flight may always make ranged combat attacks. Characters without flight may make a ranged combat attack against adjacent characters with flight as long as the character making the attack is not also adjacent to an opposing character without flight.

Capturing
Q: I read some rules that came with the HeroClix map set about characters capturing other characters. How does this work?
A: Only big characters may capture other characters. Rules for big characters and capturing are found in the rules for the individual big characters. Other types of characters (standard, giant, etc) may not capture other characters. The rules that came with the HeroClix map sets are specific to those scenarios that came with the map sets.

Objects
Q: Are 3D objects allowed in tournaments? Can my opponent stop me from playing them?
A: The 3D objects are allowed in all HeroClix tournaments. Your opponent cannot prohibit you from using them.

Soaring
Q: Can a soaring character reduce its range by half and make a ranged attack to an opposing grounded or elevated standard character?
A: No. Soaring character may only interact with other soaring characters, big characters, and giant characters.
Q: Does a soaring character block the line of fire from a grounded or elevated character to a different soaring character? Does elevated terrain block the line of fire from a grounded or elevated character to a soaring character?
A: Line of fire from a grounded or elevated character to a soaring character is blocked by other soaring character, elevated blocking terrain, big character, and giant characters.

Updates
Q: Where can I find the latest Rules, Powers and Abilities Card, Errata and Clarifications, and FAQs?
A: Most of the latest information can be found on the DC HeroClix website at http://www.wizkidsgames.com/heroclix/dc/howtoplay.asp.
Information specific to the Marvel lines can be found at http://www.wizkidsgames.com/heroclix/marvel/howtoplay.asp.
Information specific to the Indy line can be found at http://www.wizkidsgames.com/heroclix/indy/hc_article.asp?cid=38004

2) **HeroClix** General Errata and Clarifications - Updated November 2005

Official HeroClix™ Errata and Clarifications
November 2005

Document updates are tournament legal November 30, 2005. All new entries since the last update are shown in red. The first page of this document contains additions since the last update, for ease of printing and record-keeping.
All notes in this document refer to the most recent update of the HeroClix rules and PAC, included in the Marvel HeroClix: *Universe* release. References to other FAQ entries, the PAC, and the rulebook are in **bold type**.
Forums: Any ruling made by the official rules arbitrator on a WizKids **HeroClix** forum is an official ruling. The ruling is tournament legalonly when the FAQ is published on WizKids' website.

Rulebook Corrections (all page references are DC HeroClix™: *Icons* rulebook references)

• Replace the last sentence in the third paragraph under Elevated Terrain, page 26, with: "If the line of fire between a grounded character and an elevated character crosses any elevated square not on the **rim** of the elevated terrain, or any square on the **rim** not occupied by the target character, the line of fire is blocked."

Powers and Abilities Card Corrections

Damage Powers and Abilities
SUPPORT: The Support power is yellow **(misprinted on some cards).**

EXPLOIT WEAKNESS: The Exploit Weakness is light green **(misprinted on some cards).**

Rules Clarifications
3D Objects
• 3D objects from Adventure Kits are legal unless otherwise specified by the Judge running the event.
• The lamp-post object does not add an action token to a Big Figure.
Actions
• When giving a character a power action, you cannot use that power action for two different effects. For example, you cannot give a character a power action to activate Charge and combine that action with a power action to activate Close Combat Expert.
Archenemies
• If two characters have the same name, they are not arch-enemies, even if they have arch-enemy bases (an outer ring color other than black).
Battlefield Conditions
• Battlefield Condition cards are considered "unique by name". If Battlefield Condition cards with the same name appear in multiple sets, a player may only use one copy of any named card in his hand during a tournament (see also **the HeroClix Comprehensive Tournament Rules**).
• Characters that are removed from the battle map and placed on Feat cards are not affected by Battlefield Conditions.
Big Figures
• Big figures require a doorway at least as wide as the base of the figure in order to pass through it.
• Big figures may make ranged combat attacks against nonadjacent characters when the big figure is adjacent to an opposing character.
Blocking Terrain
• If characters with Leap/Climb or Flying end movement in outdoor blocking terrain, lines of fire to or from those characters are not blocked by blocking terrain in that square. All other squares of terrain affect lines of fire normally. Characters in adjacent squares to the character in outdoor blocking terrain are not considered adjacent for purposes of combat, but adjacent characters with the Leap/Climb power may make a close combat attack against a character in outdoor blocking terrain. See also **Leap/Climb** on the PAC.
Break Away
• A character cannot pick up an object if it fails to break away. If the character used a move action to attempt to break away and failed, and has a team ability that allows it to make a move

action without using one of its allotment of actions for the turn, then the break away attempt does not count towards its allotment of actions.

Bystander Tokens
• Bystander tokens are considered non-unique characters and may be played following standard character rules. Bystander tokens have one "click" of life; they are KOd if dealt 1 or more damage.

Choosing Sides
• In a two-player game, players are required to choose opposite starting areas in which they set up their characters.

Compatibility
• All **HeroClix** game lines are compatible with all other **HeroClix** game lines. **HeroClix** is a single game system with a single set of rules.

Double-Base Characters
• If a double-base character has half of its base in hindering terrain and half of its base in clear terrain, it is starting its movement in hindering terrain regardless of which end the movement is lead with.
• If a double-base character has half of its base in hindering terrain and half of its base in clear terrain, only the half that is in hindering terrain would gain any benefits of hindering terrain when a line of fire is being drawn to the double-base character.
• If a line of fire is being drawn from one half of a double-base character and the line of fire crosses a square that the other half of the double-base character occupies, the line of fire is blocked.

Feats
• If a feat card does not require you to "Choose a character(s)," then at least one character on your force must meet the prerequisites for that feat card somewhere on its dial, even if the prerequisite(s) are countered. If at any time there are no characters remaining on your force that meet the prerequisite(s) for that feat card anywhere on their dial, award the victory points for that feat card to the opposing player.
• If a feat card requires the character using the feat to take push damage, the damage from the feat card is applied to character before any push damage from taking a second consecutive action (if applicable) is applied.
• Characters that are removed from the battle map and placed on feat cards are not affected by Battlefield Conditions.
• Characters that are removed from the battle map and placed on feat cards are not affected by powers, team

abilities, or feats that characters on the battle map possess. Characters that are removed from the battle map and placed on feat cards may not use their own powers, team abilities, or feats.

Flying Characters
• Flight is not a Power, and therefore cannot be countered by Outwit or ignored by Pulse Wave.

Giant Characters
• A giant character must be one square away from blocking terrain to destroy it.
• A giant character with Super Strength must be one square away from an object to pick it up.

Hindering Terrain
• Terrain in a square remains the same type through an action; if it suddenly changes (such as becoming hindering terrain halfway through a Hypersonic Speed action), it is still considered of the original type until the character moves out of it or the action ends.

Maps
• On a map that is both indoors and outdoors, a line of fire that crosses blocking terrain is blocked, even if both characters are soaring.
• On a map that is both indoors and outdoors, a character that is indoors may target a soaring character that is outdoors as long as the attacking character can draw a clear line of fire to the target character.

Objects
• When an object is destroyed, replace that object with a rubble marker indicating hindering terrain. Objects destroyed after being used in an attack are not replaced with rubble markers.
• If a character holding an object is captured, the character drops the object in the square in which it was captured.
• It is possible for objects to exist on top of other objects. The objects remain separate objects.
• Characters can only make single-target ranged combat attacks with objects. Terrain may be targeted with a ranged combat attack using an object.

The Rule of Three
• The Rule of Three applies to combat values: Range, Speed, Attack, Defense, and Damage. Damage Dealt may still be modified after the Rule of Three has applied to the Damage Value, as Damage Dealt is not a combat value.

Stairs
• The top square of a staircase is the last square in which the staircase exists, and is therefore elevated terrain. This square of stairs is considered adjacent to the second-to-last square,

even though the terrain exists on two different elevations.

Ties
• In rare cases, a match results in a tie. Determine the winner by rolling one six-sided die; the player who rolls the highest, wins.

Walls
• All walls are assumed to stop exactly at the edges of squares. Even if it looks like a wall "sticks out" into a doorway, it doesn't, and thus diagonal attacks can pass through without being blocked. See also **Lines of Fire**.
• In order to destroy a wall with a ranged combat attack, the opposite side of the wall must be within the
characters range.

Wild Card Team Abilities
• If a character with a wild card team ability is currently using the team ability of another character and that character is KOd, the character with the wild card team ability retains the team ability of the KOd character.
• A character must posses a team ability in order for a wild card to use it. Wild cards do not possess the team abilities that they are using. Therefore, a wild card could not use a team ability that another wild card is using if they can only get it from that wild card.

Powers and Abilities Card Clarifications

Barrier
• A character with 0 range and the Barrier power can only place the Barrier markers in squares adjacent to itself.

Charge
• Characters using Charge still follow standard rules of movement, including break away and the ability to carry other characters. However, a carried character must be dropped before the Charging character uses the Free Action portion of Charge to attack.
• A Charge out of hindering terrain works at one-fourth the character's initial speed. First, the character's move is halved (provided it does not have any powers or abilities that allow it to ignore the effects of hindering terrain on movement) because it begins its move in hindering terrain. Then the move is halved again if the character chooses to use Charge.
• A character using Charge with Super Strength cannot pick up an object as it moves into a square adjacent to an opposing character, unless the Charging character has another power or

ability that allows it to ignore the effects of other opposing characters on movement.
• A character may turn off its Charge ability to intentionally take knockback.

Defend
• Defend may work with more than two characters, as outlined below:
ABC "A" has Defend; its defense is 18. "B" has Defend; its defense is 17. "C" does not have Defend; its defense is 15. "A" can share its defense with "B," making "B's" defense 18. "B" can share its defense, now 18, with "C," making "C's" defense 18 as well.

Earthbound
• A transporter that gains Earthbound gains the standard boot type speed symbol. It is not a transporter when it has a standard speed symbol.

Energy Explosion
• All characters that take damage from an Energy Explosion attack suffer knock back (if applicable), except the figure using the power. These characters must all move away from the character that used the power, starting with those farthest from the attacker.

Enhancement
• A Damage Value increased by Enhancement may be used to attack objects and walls in a ranged combat attack.
• If Enhancement is used with a multiple-target attack, the Damage Value is modified before damage dealt is divided between successfully-hit targets.

Flurry
• Powers such as Blades/Claws/Fangs, which do not require their own action, may be used along with any close combat action you assign the figure. Therefore, they can be activated by the original close combat action assigned for Flurry.
• When attempting to destroy terrain, a character using Flurry must still deal a minimum of 3 damage using one attack.
• If a character using Flurry critically misses on the first attack, resolution of the attack includes applying damage from critical miss. If this damage causes the attacker to lose Flurry, then the second attack may not be made.

Hypersonic Speed
• When using option 1 (the move action option) of Hypersonic Speed, team abilities that allow characters to move without using one of your total allotment of actions may be used as well. If carrying a figure while using option
1, you must set that character down at the end of your movement.

• When using option 2 (the power action option) of Hypersonic Speed, a character wielding an object adds that object's damage bonus to the total damage dealt at the end of the attack.
• Characters using option 2 (the power action option) of Hypersonic Speed to destroy a wall section does not need to make an attack roll.
• As the attack option of Hypersonic Speed modifies the target's defense value and the attacker's damage value with each successful hit, apply the Rule of 3 to the modified defense value and damage value.

Mastermind
• Damage dealt from knockback (from hitting a wall or falling) may be dealt to other characters by using Mastermind, if the other characters are adjacent to the square in which the knocked-back character stops.
• The effects of Psychic Blast and Exploit Weakness still affect the recipient of damage from Mastermind, and will ignore that character's damage reducing powers. (Reworded for clarity).

Mind Control
• If a character affected by Mind Control KOs another character, or is KOd itself, the controlling player receives the victory points. If the KOd character, including the target of the Mind Control action, is an arch-enemy of the character using Mind Control, the controlling player receives double the victory points, as per the rules for archenemies.
• When a character is affected by Mind Control its powers and team abilities, even those powers and team abilities cancelled by the opposing player, may be used as normal. Powers previously countered with Outwit remain countered. Powers that may only be used once per turn still follow that rule.
• A character has both Mind Control and Super Strength and is holding an object does not have to use that object when making a close combat attack with Mind Control.

Multi-Attack
• Big Figures using the Multi-Attack power may use powers and abilities during a Multi-Attack such as Barrier or Telekinesis that do not necessarily result in an attack.

Outwit
• If a countered power no longer shows on the dial, but then returns to the dial before the beginning of the Outwitting player's next turn, the power is still countered.

Perplex

• Perplex may be used by more than one character per turn on a single character's given combat value.

Phasing / Teleport
• At the end of a power action using Phasing, the character must be on terrain the character can normally occupy.

Pulse Wave
• Pulse wave ignores all team abilities, powers, and feats of both friendly and opposing characters within range. Powers ignored in this way are not considered countered. Powers out of the range of the Pulse Wave attack still affect it normally. Terrain created as a result of using a power is considered terrain and affects Pulse Wave normally. If a character using Perplex or Outwit is within range of the Pulse Wave attack, that power is considered "in range" and is ignored during this attack.
• A character with a wild card team ability may use the team ability of a friendly character within range when making a Pulse Wave attack.

Running Shot
• Characters using Running Shot still follow standard rules of movement, including break away and the ability to carry other figures. However, a carried figure must be dropped before the character using Running Shot uses the Free Action portion of Running Shot to attack.
• A Running Shot out of hindering terrain works at one-fourth the character's initial speed. First, the character's move is halved (provided it does not have any powers or abilities that allow it to ignore the effects of hindering terrain on movement) because it begins its move in hindering terrain. Then the move is halved again if the character chooses to use Running Shot.
• A character using Running Shot with Super Strength cannot pick up an object as it moves into a square adjacent to an opposing character, unless the Running character has another power or ability that allows it to ignore the effects of other opposing characters on movement.
• A character cannot use Running Shot unless that character's final destination square allows it to draw clear line of fire to a target within range.

Shape Change
• If Character B makes a successful Shape Change roll against Character A's attempt at targeting Character B, then Character A cannot target Character B for the rest of the turn.

Stealth • A giant character that gains Stealth (or a Stealth-like team ability) is considered to be stealthed when in hindering terrain, regardless of the elevation of an opposing attacking figure.

Telekinesis

• Characters moved with Telekinesis do not suffer damage from hitting terrain (you cannot slam a character into a wall or hurl them off a building with Telekinesis).
• Telekinesis cannot be used to change a character's flight mode.
• A character may use Telekinesis to move a character holding an object.
• When using Telekinesis to move an object into a square occupied by a character, that character does not block line of fire to that square.
• References to "objects" in the third paragraph under Telekinesis on page 28 apply to both objects and characters.

3) **Marvel HeroClix** Errata and Clarifications - Updated November 2005

Official Marvel™ HeroClix™ Errata and Clarifications
November 2005

These document updates are tournament legal November 30, 2005. All new entries since the last update are shown in red.

Forums: Any ruling made by the official rules arbitrator on a WizKids **HeroClix** forum is an official ruling. The ruling is tournament legal only when the FAQ is published on WizKids' website. The FAQ will be labeled with the date it becomes tournament legal. have a Tournament Legal date in it.

Character Corrections

Pyro™ #092–93, *Infinity Challenge*
These characters are members of the Brotherhood (not the Masters of Evil, as indicated). This error has been corrected in production, and many of the characters are now labeled correctly.

Rogue™ #121, *Infinity Challenge*
She does not fly. Ignore the flight base on this character.

Invisible Girl™ #043, *Clobberin' Time*
She does not fly. Ignore the flight base on this character.

Dr. Doom™ #075, *Clobberin' Time*
He should have two lightning bolt symbols on his base, not one.

Doctor Octopus™ #072, *Ultimates*
He should not have Battle Fury on his fifth click.

Ororo Munroe™ #210, *Ultimates*
She should have the Wing symbol (and Flight) instead of the Boot symbol.

Juggernaut™ #064, *Fantastic Forces*
He should have a 17 defensive value on the first stat slot.

Mr. Fantastic™ #080-082, *Fantastic Forces*
The base should be the same blue color as the underneath dial. These characters are the arch enemy of Doctor Doom #95.

Sue Storm™ #205, *Fantastic Forces*
She should have the Wing symbol (and Flight) instead of the Boot symbol.

Thunderball™ #38-39, *Armor Wars*
These characters are members of the Masters of Evil (not the Serpent Society, as indicated).

Shaman™ #49-51, *Armor Wars*
These characters should have the Boot symbol instead of the Wing symbol.

Quicksilver™ #52-54, *Armor Wars*
These characters should have the Boot symbol instead of the Wing symbol.

Dazzler™ #61-63, *Armor Wars*
These characters should have the Boot symbol instead of the Wing symbol.

Crimson Dynamo™ #70, *Armor Wars*
This character should have 2 damage and Close Combat Expert on the first two clicks.

Sam Guthrie™ #203, *Armor Wars*
This character should have the Transporter Wing symbol instead of the Wing symbol.

Shiro Yoshida™ #208, *Armor Wars*
This character should not have Battle Fury on his final click.

Feat Card Corrections

Automatic Regeneration
• Replace the text on the card with: "Once, at the beginning of your turn, this character uses Regeneration as a free action."

Brilliant Tactician
• Replace the text on the card with: "**Prerequisites:** Outwit and Perplex Choose a character. Outwit does not need to show in the character's stat slot in order for the character to use this feat. When the character uses Perplex, it may affect every target friendly character within 10 squares of it that shares a team ability with it. The character must have clear line of fire to each target."

Extended Range
• Replace the text on the card with: "Before making a ranged combat attack, the character's range may be increased for the duration of the attack by a number of squares up to its unmodified damage value. For each square the range of an attack is increased, decrease the damage value by 1 (after all other modifiers and replacements) when resolving the attack. An attack using Incapacitate does not place any action tokens on the target."

Fantastic Four
• Replace the last line with: "Any member of this team may replace its defense value with the unmodified defense value of any other member."

Fastball Special
• Replace the second line with: "Give both characters a power action when they are adjacent: The first character must have Super Strength and the second character must be a character without Flight, have Toughness and may not have a damage value higher than 3."

Trick Shot
• Replace the text on the card with: "When making an attack from a square that is not adjacent to an opposing character, this character ignores Stealth and team abilities that duplicate the effects of Stealth, and it ignores characters and hindering terrain for line of fire purposes."

Big Figure Galactus™ Corrections
• Under **Combat** in **The Galactus Scenario**, replace the sixth paragraph with: "Galactus can attack and be attacked by grounded, elevated, and soaring characters."

• Add the following to the first paragraph under **Movement** in **Using Galactus as Part of a Force**: "Galactus ignores the effects of team abilities on movement."
• Add the following to the first paragraph under **Movement** in **Using Galactus as Part of a Force**: "Galactus ignores indoor blocking terrain for movement purposes. Any indoor blocking terrain Galactus crosses is destroyed; mark blocking terrain destroyed in this manner with two rubble markers." See page 20 of the manual for information on destroying blocking terrain.
• Replace the first sentence of the first paragraph under **Powers and Abilities** in **Using Galactus as Part of aForce** with: "Galactus ignores the Exploit Weakness, Force Blast, Incapacitate, Mind Control, Plasticity, Poison, Psychic Blast, Shape Change, Steal Energy, and Support powers, as well as team abilities that duplicate these powers."

Big Figure Dark Phoenix Corrections
• Replace the first sentence of the first paragraph under **Special Rules** with: "Dark Phoenix ignores the Exploit Weakness, Force Blast, Incapacitate, Mind Control, Plasticity, Poison, Psychic Blast, Shape Change, Steal Energy, and Support powers, as well as team abilities that duplicate these powers."
• Replace the second sentence under **Actions and Pushing** with "Dark Phoenix may be pushed each turn; it will not be dealt pushing damage while the Power Cosmic team ability is active."

Big Figure Jean Grey Phoenix Corrections
• Replace the first bullet point under **Special Rules** with: "are not affected by Exploit Weakness, Force Blast, Incapacitate, Mind Control, Plasticity, Poison, Psychic Blast, Shape Change, Steal Energy, Support, or any team abilities that duplicate these powers;"

Big Figure Sentinel Corrections
• Under Multi-Attack in the Sentinel Rules, replace the fourth and fifth sentences in the power description paragraph with: "The damage value for each Multi-Attack is reduced by one, to a minimum of zero. Separate attack rolls are made for each attack."

Team Abilities Clarifications

Avengers™ Team Ability
• If this character is given a move action and fails a break away roll, the Avengers ability may be used so that action does not count towards the player's total allotment for that turn.

The Brotherhood™ Team Ability
• If this character is given a move action and fails a break away roll, the Brotherhood ability may be used so that action does not count towards the player's total allotment for that turn.

Defenders™ Team Ability
• The Defenders team ability is transitive in the same manner as the "Defend" superpower described in the General Errata & Clarifications document, except that it can only be used with other Defenders team members.

Hydra™ Team Ability
• The target of the attack does not need to be within the Hydra team member's range. If a Hydra team member is adjacent to a friendly character that makes a multi-target ranged-combat attack, the attacking character gets +1 to its attack value only against those targets to which the Hydra team member has a clear line of fire.

Masters of Evil™ Team Ability
• The Masters of Evil team ability functions only against a single target. You cannot use Flurry against a second target when using the Masters of Evil team ability. You can use Flurry to make a second attack against the same target character.

Minions of Doom™ Team Ability
(See **Spider-Man™ Team Ability**)

S.H.I.E.L.D. ™ Team Ability
• Multiple S.H.I.E.L.D. characters can be used to provide multiple bonuses to a single friendly character.
• The S.H.I.E.L.D. character(s) used are assigned actions and tokens whether or not the attack succeeds. The S.H.I.E.L.D. character does not require line of fire to the target, nor does the target have to be within the S.H.I.E.L.D. character's range.
• The S.H.I.E.L.D. character's action is declared and activated at the start of the adjacent figures' ranged combat attack, and concludes at the same time as the adjacent figure's action.

Serpent Society ™ Team Ability
• A flying character may carry another character while using the Serpent Society team ability. The carried character is not affected by terrain features or characters either.
• At the end of a power action using the Serpent Society team ability, the character must be on terrain the character can normally occupy.
• Characters using the Serpent Society team ability automatically break away.

Sinister Syndicate™ Team Ability
• The Sinister Syndicate team ability works in the same manner as the "Defend" superpower described in the General Errata & Clarifications document, except that it can only be used with other Sinister Syndicate team members and that it applies to the attack value rather than the defense value.

Skrull™ Team Ability
• The Skrull team ability may only be used when the character is the target of an attack. Indirect damage from Energy Explosion, damage dealt by Mastermind, Poison, and damage dealt by Pulse Wave do not require targets.
• Even though "the attack must choose another target or take a different action with that character," the character cannot take back any portion of the action (such as the movement in a Charge power action) made before the attack action.
• If Character B makes a successful Skrull team ability roll against Character A's attempt at targeting Character B, then Character A cannot target Character B for the rest of the turn.

Spider-Man Team Ability
• When using another team's ability, a "wild card" team member is considered part of that team for team ability purposes only; for everything else, it is a member of the team printed on its base.

Ultimate X-Men™ Team Ability
• Each Ultimate X-Men team member may choose a different opposing team or character as the target of this ability.

X-Men™ Team Ability

• In order for a character to use the X-Men team ability, a click of damage must be exchanged from one X-Man to another; you cannot deal 1 click of damage without also healing one click of damage.

Battlefield Condition Card Clarifications

White Noise
• The Probability Control power cannot be used to force a reroll of a die roll caused by the White Noise Feat card.

Crosswinds
• Big figures are affected by Crosswinds and are given the Earthbound power.
• Big figures continue to ignore the effects of hindering terrain, elevated terrain, and outdoor blocking terrain on movement, even when under the effects of Crosswinds. These special movement rules are a result of the figure being a big fig and not due to the figure having flight.

Earthquake
• The Probability Control power cannot be used to reroll dice rolled for the Earthquake Battlefield Condition.

Low Gravity
• Characters that are unaffected by knock back are not affected by Low Gravity.

War Zone
• If Radiation Leak and War Zone are in play at the same time, War Zone takes precedence over Radiation Leak when using the Support power. Radiation Leak requires a die roll, but due to War Zone being in play no die is ever rolled for Support.

Feat Card Clarifications

Brilliant Tactician
• When affecting friendly characters with Brilliant Tactician, different combat values may be modified per each character affected.

Fantastic Four
• When a character with a wildcard team ability uses the team ability of a Fantastic Four member with the Fantastic Four card, the wildcard character uses the new team ability instead of the original Fantastic Four team ability.

Fastball Special
• A figure that is carrying an object cannot be "thrown" as part of the Fastball Special.

Force Field
• The character that meets the prerequisites and is assigned the feat is the one that gains Toughness.
• The Toughness that Force Field grants cannot be used to meet the prerequisite for another feat when the force is constructed.

Pounce
• If a figure is adjacent to an opposing character, it must roll break away in order to Pounce.

Saboteur
• Saboteur may be assigned to characters that have a team ability that normally cannot be copied. Opposing wild cards would then be able to use that team ability.

Shake Off
• A character that automatically breaks away deals no damage with the Shake Off feat (this includes when using Phasing/Teleport). A break away roll is required to use Shake Off.

Shellhead
• Shellhead cannot be assigned to big characters.

Taunt
• The player that controls the character affected by Taunt chooses the character's action and when that action is given during his turn.
• If the controlling player decides to move the character affected by Taunt, the character must use as much of its full movement as possible in an attempt to reach the figure that performed the Taunt action.
• The character affected by Taunt may not move towards the figure that performed the Taunt but then attack a different figure, such as with Running Shot, Charge, HSS, etc.
• Any movement made must be towards the figure that performed the Taunt action, following the shortest possible path.
• If the figure that performed the Taunt action is KOed before the character affected by Taunt can perform its action, the Taunt is ignored (as there

is no valid target for the Taunted fig to move towards or attack).
• If the character affected by Taunt cannot perform a legal action then the Taunt is ignored.
• If the character affected by Taunt has range and multiple targets, it can only target the figure that performed the Taunt action.
• If the character affected by Taunt is given an action, it must be one that satisfies the conditions of Taunt.
• If the character affected by Taunt can legally be given an action that satisfies the conditions of the Feat, it must be given that action, even if that action would only result in a movement of 0.
• Galactus can be affected by Taunt.

Thunderbolts
• Characters assigned the Thunderbolts feat may not choose a team ability that is granted by a feat card when choosing a team ability.
• When a character with a wildcard team ability uses the team ability of an Avenger with the Thunderbolts card, the wildcard character uses the new team ability instead of the original Avengers team ability.
• Avengers characters using Thunderbolts may change their chosen team ability with each new round of a
tournament.
• Thunderbolts and the Alpha Flight feat card may not be used together.

Big Figure Galactus™ Clarifications
The Galactus Scenario
• Probability Control cannot be used against Galactus' rolls, as Galactus doesn't have a turn.
• Galactus does not retaliate if damaged during its action.
• Galactus is not forced to respond with the same kind of attack that damaged him.
• If the character who dealt damage to Galactus is KOed before Galactus retaliates, then Galactus does not
retaliate.
• If Galactus retaliates against more than one character after being dealt damage and misses the character that dealt damage to Galactus but hit one or more other characters, then Galactus may divide his full damage among the characters successfully hit.
• When retaliating, Galactus may still use the Pulse Wave ability, even though it doesn't specifically target a figure, if the figure that

damaged Galactus is within range of Galactus' Pulse Wave.
• Galactus' retaliation occurs immediately after the first action resolution that results in Galactus taking damage. For example, during the first option of a Hypersonic Speed attack, Galactus would retaliate immediately after the free action that resulted in Galactus taking damage resolves, before the figure using Hypersonic Speed completes its movement. If Galactus takes damage from the first free action of a Multi-Attack or Cosmic Multiattack, Galactus would retaliate before the second free action occurs; if the second free action also resulted in Galactus taking damage, he would retaliate after that action as well.

Using Galactus as Part of a Force
• When using Galactus as part of a force, damage carries over from one combat dial to another. In a battle against Hungry Galactus, for example, if there is 1 click left on the Hungry combat dial, and Galactus takes 2 damage, the "extra" 1 damage is applied to the Starving combat dial.

4) **HeroClix** Comprehensive Tournament Rules - Updated October 2005

HeroClix Comprehensive Tournament Rules
Last Updated September 21, 2005
This document is tournament legal on October 1, 2005. Future changes will be noted in red.

Contents
• Introduction
• General *HeroClix* Tournament Rules
• Constructed Format Rules
• Sealed Format Rules
• Draft Format Rules
• Battle Royale Quick-play Format Rules
• Unrestricted Format Rules
• Junior Format Rules
• Marquee Special Format Rules
• "Path to Glory" World Championship Tournament Rules

Introduction
Welcome to HeroClix tournaments! HeroClix events are designed to play fast and feature lots of fun, exciting action. Players should always have a great time at a sanctioned HeroClix tournament. Whether they win or lose,

their efforts never go unnoticed. Players can win prizes and honors at many different types of tournaments and share the good fellowship that comes with playing a great game with great people. Questions about a sanctioned tournament should be directed to the Judge running the event, or to WizKids (the WizKids online support database is accessible at www.wizkidsgames.com/ss. This document contains the rules for playing and running sanctioned HeroClix tournaments. It is designed to compliment the WizKids Approved Play Comprehensive Rules. In the event of any conflict between this document and the Comprehensive Rules, this document takes precedence. WizKids requires that all sanctioned tournaments be run in compliance with these rules. The most recent version of this document is posted on our web site: www.wizkidsgames.com/heroclix. Registered players can earn exciting prizes for participating in HeroClix events, aside from prizes issued at the tournament (please see the WizKids Approved Play Comprehensive Rules for more information on the Player Rewards program). WizKids provides, free of charge, a Personal Player Web Page that allows players to locate sanctioned events near them. Players can register to participate in HeroClix tournaments by visiting the WizKids website at www.wizkidsgames.com/register.asp and creating an account. Players are encouraged to sign up in advance for sanctioned WizKids events, using the tools on their Personal Player Pages. This helps tournament officials plan to accommodate all players. Players who sign up for sanctioned events online should bring their User Name and Player ID Number to the event. If a player wishes to register at the tournament, he or she should contact the Judge running the event for details.

1.0 General *HeroClix* Tournament Rules

1.1 Sanctioned Events

A sanctioned event is any tournament or demonstration registered through the WizKids website. In order for a *HeroClix* event to be sanctioned, it must be created by the deadline for the event creation, be run at a WizKids-Approved Venue, and have a Judge associated with the event before the deadline. For more details, refer to the WizKids Approved Play Comprehensive Rules.

1.2 Rules

Sanctioned *HeroClix* events use the following official rules, except as noted herein: the *HeroClix* game rules from the most recent *HeroClix* base set; the *HeroClix* Powers and Abilities Card from the most recent *HeroClix* base set; the most recent Errata and Clarifications document after its effective date; the most recent documents for expansions, including Big Figures, 3D Objects, and inserts from booster packs and other products including new rules, powers, and abilities; the WizKids General Tournament Rules (contained in the WizKids Approved Play Comprehensive Rules); and the *HeroClix* Tournament Rules (this document).

1.2.1 Scenario Rules

Scenarios are to be determined by the Judge running the event, and should be posted on the WizKids website with the event description. There is no "default" scenario for a HeroClix game.

1.3 Tournament Pairing

Pairings in the first round of a standard Swiss-style *HeroClix* tournament are determined randomly. After the first round, the Judge determines pairings by winloss record (i.e. the player with the best record faces the player with the second best record, the player with the third best record faces the player with the fourth best record, and so on), taking care to avoid rematches during Swiss rounds. Rematches are acceptable only once

Swiss rounds have ended and championship rounds begun.

1.3.1 Tournament Record Tie-Breakers

Tournament win-loss record ties are resolved by the following criteria in the order below:

1) Total victory points
2) Opponent's win-loss record
3) Opponent's total victory points

Tie-breakers 1 and 2 may be switched at the Judge's discretion. If the Judge chooses to do this, he must announce this to all players before any pairings have been made.

1.4 Force Build Totals

The Judge and Venue determine the force build totals for the tournament unless otherwise specified in the event description. This information should be made available in the event description on the WizKids website. WizKids recommends using a multiple of 100 for a point total. The default build total is 300 points.

1.5 Required Materials

All players are responsible for bringing the following materials to sanctioned *HeroClix* events: a tournament-legal *HeroClix* force with the appropriate build total; 6 object tokens; 2 six-sided dice; a map; tokens, coins, or other objects to use as action tokens. The current PAC and current Errata and Clarifications document is recommended, but not required.

1.5.1 Objects

Unless otherwise specified by the scenario, all sanctioned *HeroClix* games must use six object tokens. 3D objects are legal for all sanctioned *HeroClix* games and may be substituted for object tokens of the appropriate type per the 3D object rules.

1.5.2 Maps

Any WizKids-created *HeroClix* map may be used for any sanctioned *HeroClix* event. Envoys may substitute custom maps or terrain at their discretion. At the Judge's discretion, maps may be cut or otherwise sized to fit available playing surfaces. No matter how maps are adjusted, all maps used for the same tournament must be of identical size and shape. 36 by 36 inch maps may be used in any *HeroClix* event. 36 by 24 inch maps may only be used in *HeroClix* events where only two players are playing on each map.

1.5.3 Feats, Battlefield Conditions, and Bystander Tokens

Feats, Battlefield Condition, and bystander tokens are tournament legal for WizKidssanctioned events.

1.6 HeroClix Universes

Sanctioned HeroClix events may be registered in any of the following game universes:

• *Open HeroClix*: All HeroClix characters, feats, bystander tokens, and battlefield conditions are legal for play unless specified otherwise by WizKids or limited by house rules (see section 1.8).

• *Marvel HeroClix*: Only characters, feats, bystander tokens, and battlefield conditions from Marvel HeroClix sets are legal for play.

• *DC HeroClix*: Only characters, feats, bystander tokens, and battlefield conditions from DC HeroClix sets are legal for play.

• *Indy HeroClix*: Only characters, feats, bystander tokens, and battlefield conditions from Indy HeroClix sets are legal for play.

1.7 Retired Figures

Figure retirement in HeroClix is universe-specific. The following base sets and expansions are retired from play:

• *Open HeroClix*: Infinity Challenge*, Hypertime, Clobberin' Time, Xplosion*, Indy, and Critical Mass (as of September 21st, 2005)

• *Marvel HeroClix*: Infinity Challenge*, Clobberin' Time, Xplosion*, and Critical Mass (as of September 21st, 2005).

• *DC HeroClix*: Hypertime (as of September 21st, 2005).

• *Indy HeroClix*: Indy (as of September 21st, 2005).

*note: figures that are reprinted in the Marvel: Universe base set remain legal for tournament play, even in their Infinity Challenge or Xplosion versions.

For a complete list of these figures and their collectors numbers, see the Universe Figure Guide and Erratta at http://www.wizkidsgames.com/herocli x/marvel/documents/mhcu_fig_guide. pdf.

1.8 House Rules

Judges and Venues may use "House Rules" during sanctioned *HeroClix* events. House Rules allow Judges to run special scenarios. House Rules must be: part of the event description on the WizKids website; and posted in the venue at least one week before the event.

1.8.1 What House Rules Cannot Do

House Rules cannot override Section 1.1, 1.6, 1.7, 1.8, or this section of this document. House rules cannot alter the format of an event, substantially alter the core mechanics of the game, or alter any program rules as presented in the WizKids Approved Play Comprehensive Rules. House Rules also cannot change the tournament type—for instance, a Sealed event cannot be run as Constructed or vice versa.

1.9 Timekeeping

HeroClix rounds last 50 minutes. The Judge running the event must announce the time remaining in the round twice during the game: once with between 20 and 30 minutes remaining in the round, and once with between 3 and 7 minutes remaining in the round. Once time is called, the game ends as soon as the current player finishes his or her current action.

1.10 Victory

Victory in each round is determined as per "Victory!" on pages 31 and 32 of the *DC HeroClix: Icons* Quick-Start and Complete Rules.

1.11 Byes

A bye is issued when there are an odd number of players in a Swiss-style event. A bye is considered to be a win with the worst possible victory conditions; therefore, each bye is scored as a win with that person's build total in victory points. First round byes are assigned randomly unless a player volunteers to take the bye. Judges are encouraged to take such volunteers into consideration for the Fellowship Prize. If more than one player volunteers to take the bye, the Judge assigns the bye randomly among the volunteers. In subsequent rounds, the bye is assigned to the player with the worst win-loss record. The Judge should take care to ensure that no player receives the bye more than once in a tournament.

1.12 First Turn Immunity

During a player's first turn, he or she may only attack those opposing figures that do not occupy their original starting position on the map.

1.13 Rounds

HeroClix tournaments typically use 3 or 4 rounds of Swiss pairings. See the "How to Run Swiss Rounds" document on the WizKids website for more details. Each *HeroClix* tournament must consist of a minimum of 3 full 50 minute rounds.

1.14 Rules Questions

All rules questions that come up during a sanctioned *HeroClix* tournament are to be directed to the head Judge of the event, who is the final authority on rules disputes for that event. Rules questions that come up outside of a tournament should be directed to the *HeroClix*: Rules forum at www.wizkidsgames.com or to the *HeroClix* Rules Arbitrator at judge@wizkidsgames.com.

2.0 Constructed Format Rules

2.1 Legal Expansions

Units from the following *HeroClix* expansions are legal for tournament battleforces in the Constructed format (listed by tournament universe):
• *Open HeroClix*: Cosmic Justice, Unleashed, Universe, Ultimates, Mutant Mayhem, Legacy, Fantastic Forces, and Icons
• *Marvel HeroClix*: Universe, Ultimates, Mutant Mayhem, and Fantastic Forces
• *DC HeroClix*: Cosmic Justice, Unleashed, Legacy, and Icons

• *Indy HeroClix*: City of Heroes and City of Villains If no tournament universe is specified the format is considered "Open HeroClix". Other figures may be legal, provided they meet the standards set elsewhere in these rules and in section 5.9 and associated subsections of the WizKids Approved Play Comprehensive Rules.

2.2 Battlefield Condition Cards
Battlefield Condition cards are tournament legal in WizKids-Sanctioned events. Battlefield Condition cards are optional for each player. An opposing player cannot stop a player from using Battlefield Condition cards. Each player may bring a number of Battlefield Condition cards equal to the number of rounds in the tournament minus one. None of these Battlefield Condition cards may be a duplicate. These Battlefield Condition cards make up a player's "hand." Other cards, such as Feats, must be added to the hand as placeholders so that the number of cards in your hand equals the number of rounds in the tournament. These extra cards may not be put into play for any reason – they serve as placeholder, "dummy" cards only. After the battlefield is prepared (see page 11 of the DC HeroClix: Icons rulebook), each player chooses a card from his or her hand to use for the duration of the game. Both players reveal their cards at the same time. If a player does not wish to play a Battlefield Condition card during a round they may substitute their placeholder card instead when Battlefield Condition cards are revealed. A player who uses a placeholder card in this manner does not return it to their hand; they no longer have the option of using it in place of a Battlefield Condition card. At the end of the round in which a Battlefield Condition card has been put into play, that Battlefield Condition card is removed from the Tournament, and cannot be used in successive rounds. After Battlefield Conditions are put in play, each player will note on their opponent's team registration sheet which Battlefield Condition the opponent put in play that round. Future opponents may see the Battlefield Condition(s) which have already been played, but may not see those Battlefield Condition(s) that have not yet been played.

3.0 Sealed Format Rules
3.1 Sealed Box and Sealed Booster Events
A Sealed event uses figures pulled from a predetermined number of *HeroClix* boosters and/or starters. Each player should receive the same number and type of boxes and boosters; for example, if using three boosters from three different expansions, make sure that all players have one booster from each of the three expansions. Unless specified otherwise by WizKids, all sealed events require three boosters from the most recent HeroClix expansion. Build totals should equal 100 points per booster, and 200 points per starter. For example, an event using 3 boosters would have a 300 point build total, and an event using 1 starter and 1 booster would also have a 300 point build total.

3.2 Buying Product at Sealed Events
The venue sells all of the boosters at a sealed event. Players cannot bring sealed boosters from other venues or stores. Gaming clubs and military venues are exceptions to this rule, and players can provide boosters, if necessary.

3.3 Defective Figures
If a player receives a defective character in a sealed event, the player may choose to continue without the defective character or to replace the entire booster or starter. Partial replacements cannot be made.

3.4 Force Construction
When instructed to do so by the Judge running the event, each player should open their boosters and/or starter and count the characters in each to confirm they are tournament legal

(see the WizKids Approved Play Comprehensive Rules). If a player receives an incorrect number of characters or an illegal character, he or she must immediately notify the Judge, who will replace the entire booster or starter.

3.4.1 Construction Period
After the above procedure is concluded, players have 15 minutes to create a tournament-legal force using only the characters pulled. Players may not trade characters or boxes.

3.5 Feats, Battlefield Conditions, and Bystander Tokens
Battlefield Conditions are tournament legal. If a player pulls a Battlefield Condition, he or she may use it. An opposing player cannot stop a player from using Battlefield Condition cards. Players cannot use Battlefield Conditions that were not pulled from the sealed boxes provided for the tournament. Battlefield Conditions in sealed tournaments are not subject to the requirements that govern the use of Battlefield Conditions in constructed events—a player may use any pulled Battlefield Conditions as often or little as desired, and may use a different Battlefield Condition each round, if multiple Battlefield Conditions are pulled. Each player may use no more than one Battlefield Condition each round. Feats and Bystander Tokens are tournament legal. If a player pulls a Feat card or Bystander Token, he or she may use it provided that doing so obeys the rules for using feat cards found on page 29 of the *DC HeroClix: Icons* rulebook. Players cannot use Feat cards or Bystander Tokens that were not pulled from the sealed boxes provided for the tournament.

4.0 Draft Format Rules

4.1 Rules for Drafting Forces
Drafting occurs in pods of eight or fewer players. Each pod should contain a number of players similar to any other pod. Each player in the pod rolls two six-sided dice; the player with the highest roll chooses who drafts first (reroll ties). That person opens his or her box at the direction of the Judge, and he or she places all characters and cards from that box in the center of the pod. The person to the left of the player opening the box turns all characters to their starting positions, if necessary. All players then have one minute to look over the characters. Until the end of the draft, no characters may be clicked off their starting positions. Drafting begins with the player who opened the box, and proceeds to his or her left, with each person having 10 seconds to choose a character or card. Once all characters and cards have been drafted from the first box, the player to the left of the person who opened the first box opens his or her box at the direction of the Judge; drafting continues in this manner until all boxes have been opened and all characters and cards have been drafted. Unless specified otherwise by WizKids, all draft events require three boosters.

4.2 Buying Product at Draft Events
The venue sells all of the boosters at a draft event. Players cannot bring sealed boosters from other venues or stores. Gaming clubs and military venues are exceptions to this rule, and players can provide boosters, if necessary.

4.3 Constructing Forces After the Draft
After drafting, players have 15 minutes to create a tournament-legal force using only the characters and cards drafted. Players may not trade characters, cards, or boxes.

4.4 Feats, Battlefield Conditions, and Bystander Tokens
Battlefield Conditions are tournament legal. Battlefield Conditions are drafted as if they were a figure. If a player drafts a Battlefield Condition, he or she may use it. An opposing player cannot stop a player from using Battlefield Condition cards. Players cannot use Battlefield Conditions that were not drafted from the sealed boxes provided for the tournament. Battlefield Conditions in draft tournaments are not subject to the

requirements that govern the use of Battlefield Conditions in constructed events—a player may use any drafted Battlefield Conditions as often or little as desired, and may use a different Battlefield Condition each round, if multiple Battlefield Conditions are drafted. Each player may use no more than one Battlefield Condition each round. Feats and Bystander Tokens are tournament legal. Feats and Bystander Tokens are drafted as if they were a figure. If a player drafts a Feat card or Bystander Token, he or she may use it provided that doing so obeys the rules for using feat cards found on page 29 of the *DC HeroClix: Icons* rulebook. Players cannot use Feat cards or Bystander Tokens that were not drafted from the sealed boxes provided for the tournament.

4.5 Defective Figures
If a player receives a defective character in a draft event, the player may choose to continue without the defective character or to replace the entire booster. Partial replacements cannot be made.

4.6 Giant Figures in Draft Format
If a player receives a booster containing a giant figure, the player has three choices in how to deal with that booster:
1) Keep the booster and buy another booster for use in the Draft
2) Select the giant figure as his or her first choice. He or she then passes the 2 remaining figures to his or her left and gets 3 figures from the person on his or her right. He or she may not select any of these 3 figures, instead passing them left. This section (4.6) does not apply to the *Fantastic Forces* expansion.

5.0 Battle Royale Quick-play Format Rules
Battle Royale tournaments are fast-playing draft tournaments designed to run in less time than a regular three or four round event. The rules for Battle Royales supercede some of the rules for Building a Force in the rulebook. To prepare for a Battle Royale, each player uses one sealed booster. Please note that the Battle Royale is a subformat of the Unrestricted format. Battle Royales can only be run as venuesupported events.

5.1 Battle Royale Draft
Drafting occurs in pods of four players. If it is not possible to create pods of four, each pod should contain a number of players similar to any other pod. Each player in the pod rolls two six-sided dice; the player with the highest roll chooses who drafts first (reroll ties). That person opens his or her booster at the direction of the Judge, and he or she places all characters and cards from that booster in the center of the pod. The person to the left of the player opening the booster turns all characters to their starting positions, if necessary. All players then have one minute to look over the characters. Until the end of the draft, no characters may be clicked off their starting positions. Drafting begins with the player who opened the booster, and proceeds to his or her left, with each person having 10 seconds to choose a character or card from the pile. Once all characters and cards have been drafted from the first booster, the player to the left of the person who opened the first booster opens his or her booster at the direction of the Judge; drafting continues in this manner until all boosters have been opened and all characters and cards have been drafted.

5.2 Battle Royale Force Construction
Each player uses the characters and cards drafted within the pods, no matter what the point cost of the characters. If a player cannot, or does not wish to, use a character or card, it is set aside for the duration of the event and not used. No matter the point value of a player's force, each player gets two actions each turn.

5.3 Feats, Battlefield Conditions, and Bystander Tokens

Battlefield Conditions are tournament legal. Battlefield Conditions are drafted as if they were a figure. If a player drafts a Battlefield Condition, he or she may use it. An opposing player cannot stop a player from using Battlefield Condition cards. Players cannot use Battlefield Conditions that were not drafted from the sealed boxes provided for the tournament. Feats and Bystander Tokens are tournament legal. Feats and Bystander Tokens are drafted as if they were a figure. If a player drafts a Feat card or Bystander Token, he or she may use it provided that doing so obeys the rules for using feat cards found on page 29 of the *DC HeroClix: Icons* rulebook. Players cannot use Feat cards or Bystander Tokens that were not drafted from the sealed boxes provided for the tournament.

5.4 Defective Figures

If a player receives a defective figure in a Battle Royale event, the player may choose to continue without the defective figure or to replace the entire booster. Partial replacements cannot be made.

5.5 Giant Figures in Battle Royales

If a player receives a booster containing a giant figure, the player has three choices
in how to deal with that booster:
1) Keep the booster and buy another booster for use in the Battle Royale
2) Return the booster and get a replacement booster
3) Select the giant figure as his or her first choice. He or she then passes the 2 remaining figures to his or her left and gets 3 figures from the person on his or her right. He or she may not select any of these 3 figures, instead passing them left. This section (5.5) does not apply to the *Fantastic Forces* expansion.

5.6 Battle Royale Game Play

Each pod then plays a four-player game on a single *HeroClix* map. When only two players have characters remaining, play ceases for that pod. The two surviving players then match up against two surviving players from another pod. No healing is allowed between games. Setup for the second game is otherwise as above. Remaining players continue playing until there is only one player with characters on the map.

5.6.1 Team Rules

The "team rules" version of the *HeroClix* Battle Royale plays the same, except that once teams are drafted, players are randomly paired to be on two teams per pod. Teammates should start play across from each other. If one member of the team is eliminated, so is the other member, and that player must remove his or her pieces from the map immediately.

6.0 Unrestricted Format Rules

6.1 Figures from Retired Expansions

Figures from retired expansions remain legal for unrestricted tournament play as long as they meet all other conditions outlined in this document and in Section 5.9 and related subsections of the WizKids Approved Play Comprehensive Rules.

7.0 Junior Format Rules

7.1 Age Limitation

Junior *HeroClix* tournaments use the Constructed format rules with the exception that only players aged 12 and under may participate in a Junior event.

8.0 Marquee Special Format Rules

8.1 Marquee Rules

WizKids periodically runs Marquee tournaments to celebrate new releases in the
HeroClix line. These events follow the rules for Sealed format events with three exceptions:
• All boosters must be from the specified expansion.
• Each Marquee tournament may only be scheduled on a specific weekend. This is handled through WizKids' online registration system.

• The event must be run in accordance with any special rules or scenarios provided by WizKids for the specific Marquee event, and the special tournament format rules in sections 1.6b and 5.14 of the WizKids Approved Play Comprehensive Rules.
• House rules are not allowed.

9.0 Wizard World HeroClix Invitationals

WizKids hosts Wizard World HeroClix Invitational Championship events for some tournament universes. The times, dates, and locations for each event will be announced on the WizKids website. The Wizard World HeroClix Invitationals is the highest level of competition for HeroClix, replacing all previous championship events. There are four WWHCI cycles in 2005, each consisting of Local and Regional events culminating in a Championship held at a Wizard World convention. While changes to this document will generally be posted two weeks in advance of taking effect, WizKids, Inc. reserves the right to modify these rules as it deems necessary, in its sole discretion, at any time, with or without notice. A brief glossary of terms used in these rules appears at the end of the document.

9.1 Staff and Responsibilities

9.1.1 Tournament Organizers

WizKids Regional Tournament Organizers (or TOs) are responsible for managing WWHCI Regional tournaments. In addition to ensuring that the event is run according to WizKids Approved Play policies and guidelines and making the event as fun and exciting as possible, WizKids regional TOs are required to:
• Submit the order for the event to WizKids in a timely manner, prior to the deadline provided in the solicitation sent out each cycle. If WizKids does not receive this information prior to the deadline set forth in the solicitation, the event will be considered cancelled. WizKids may extend this deadline if circumstances necessitate such a change.
• Actively publicize the event through fliers, emails, web posts and banners, and proactively communicating with WizKids envoys in the area.
• Post details and a link to **wizkidsgames.com** on their website.
• Accept pre-registration through **wizkidsgames.com**. WizKids will provide each TO with a list of all Local level winners for verification. Where necessary, WizKids will also provide a list of all players who are prohibited from competing in WWHCI events.

9.1.2 Head Judge

The Head Judge is the HeroClix Judge responsible for running the event in question, supervising pairings, adjudicating disputes, and generally making sure that the event observes all relevant rules and policies. In addition, this individual is solely responsible for ensuring that the event is reported in a timely manner. At the local level, this Judge is generally the same individual responsible for running standard weekly tournaments. At the Regional level, an event's Head Judge is selected by the Regional TO in consultation with his/her SPOC. At the championship level, the Head Judge is likely to be the HeroClix Rules Arbitrator or a member of the WizKids Approved Play staff.

9.1.3 SPOCs (Single Points of Contact)

WizKids assigns each TO a "Single Point of Contact", or SPOC. This person is a WizKids envoy (generally level 3 or above) who is responsible for facilitating communication between the TO, Head Judge, and WizKids. The SPOC may also be the event's Head Judge, but this is not required.

9.1.4 Premiere Events Envoy

WizKids assigns one level 5 envoy to serve as the centerpoint of communication for WizKids Premiere Events in the field. Questions about the WWHCI program or any other WizKids Premiere Event can be directed to the Premiere Events Envoy at

premiereevents@envoys.wizkidsgames.com.

9.2 Competitive Standards

To ensure a level-playing field, WizKids has instituted the following standards for Wizard World HeroClix Invitational (WWHCI) Events:

• No house rules are allowed during WWHCI events.

• All Constructed WWHCI events are presumed to be 300 points Open HeroClix, unless specified otherwise by WizKids.

• All WWHCI events must be reported within one week of the event's completion. The results of any event not reported within one week of completion will be considered invalid and all accompanying prizes and Invitations void.

• An Invitation is valid only in the cycle in which it is won. For example, if a player wins a February Regional event, his/her Invitation and free admission are valid only for Wizard World Los Angeles, not for Wizard World Philadelphia. In order to win an Invitation valid for Wizard World Philadelphia, a player must win a Regional event in April.

• Invitations do not "pass down" to other players and may not be transferred in any way.

• An Invitation may only be used once. If a player who won a Local event competes in multiple Regional events, that player may only use his/her Invitation to skip the first flight at only one of those events.

• An Invitation is only valid as long as the player who won it does not compete in any further events at the same level (Local or Regional) in the same cycle. A player may compete in as many Local (or Regional) events as s/he wants, but if that player competes in a Local (or Regional) event after having won an Invitation in a previous Local (or Regional) event in the same cycle, that Invitation is void and the player is not eligible to win another invitation at the same level in the same cycle.

9.3 Events

9.3.1 Locals

Registered WizKids venues around the world have the opportunity to run WWHCI Locals. These events are available for registration through the standard WizKidssupported event registration period. Each WWHCI Local event consists of a minimum of three (3) rounds of Swiss-style competition, followed by a championship match between the two (2) players with the best records from the Swiss rounds. These events use all standard Sealed format rules except where otherwise specified by WizKids. Prizes (may vary from event to event—the specific prizes listed below are guidelines and are subject to change with or without notice):

• Champion prize: Marquee-quality Limited Edition game piece and an Invitation that allows the player to bypass the first flight at the Regional level. • Fellowship prize: Marquee-quality Limited Edition game piece.

• "Participation" Prize: Most Local WWHCI prize kits will contain eight (8) additional prizes to be awarded to the first eight (8) competitors to register for the event. These players must complete a minimum of three (3) rounds of Swiss competition in order to receive their prizes.

9.3.2 Regionals

A WWHCI Regional may also be a pre-release tournament, but in the event that release timing or other logistical considerations prevent this, WizKids may substitute another format or event scenario. Details on each Regional event will be available at **wizkidsgames.com** at least one month in advance of the event. Each Regional event will consist of two (2) levels of competition:

1) An open first flight[1] consisting of three rounds of Sealed format Swiss pairings will qualify sixteen (16) competitors for the final rounds of competition. The first of these rounds will begin no later than 11:00am on the day of competition (check specific

event schedules for exact times). A player who has won an Invitation at the Local level in the current cycle may compete in the first flight, but if s/he chooses to do so, s/he forfeits his/her Invitation and may only qualify for the finals through competitive standing in the first flight.

2) A closed 300 point Open HeroClix Constructed format second flight. The first of these rounds will begin no earlier than 2:00pm on the day of competition

1 At the discretion of the Judge or Tournament Organizer running the event, this initial flight may be split into multiple flights so that the tournament may be run more smoothly. Each flight must qualify an equal number of players, and all flights may not qualify more than sixteen (16) players in total. (check specific event schedules for exact times). The top 16 competitors from the first flight and Local-level champions are eligible to compete in these regional finals (if needed to prevent a bye, the 17th place player from the first flight will be allowed to compete in the regional finals). These regional finals shall consist of two (2) rounds of Swiss competition followed by three (3) rounds of single elimination competition. The top eight (8) players from the
Swiss rounds shall compete in the single elimination rounds to determine a
Regional winner.

Prizes (may vary from event to event—the specific prizes listed below are guidelines and are subject to change with or without notice):

• Grand Prize: A factory set of a current HeroClix expansion (selected by WizKids), free admission to the Wizard World convention hosting the current
cycle's Championship event, and an Invitation that allows the player to bypass the first flight at the Championship level.

• Fellowship Prize: A factory set of a current HeroClix expansion (selected by WizKids). The fellowship prize will be awarded by the tournament's head judge, advised by a player vote compiled through a double-vote system. At the close of competition, each player will nominate up to two *opponents* (note: votes for any player who is not listed as an opponent on your battle record will be discarded) by written ballot. Each player may vote immediately upon the close of his/her competition, but results will not be tallied until all competition has ceased for both flights. The competitor who receives the most votes will be awarded the fellowship prize, subject to the approval of the event's head Judge. The head judge must produce player vote results when requested by WizKids, but is not otherwise permitted to post or circulate vote results.

• "Participation" Prize: While supplies last, each competitor will receive an exclusive participation prize. Side Events A side event (sometimes called a "reflight") is a smaller tournament run for interested players who, for one reason or another, are not competing in the main Regional tournament. There is no limit to the number of side events in which player may participate. Players with Invitations won at Local events Players with an Invitation to the final rounds of a Regional event are not required to purchase boosters, as they are not competing in the Sealed first flight. These players may choose to purchase boosters with their entry fee, paying the standard price, or may choose not to receive boosters and pay a reduced entry fee. An Invitation does not affect the cost of side events. Entry fees may vary from event to event—check **wizkidsgames.com** or your Regional TO's website for details.

9.3.3 Championship
WWHCI Championship events are held at Wizard World conventions. All participants must be registered attendees of the relevant Wizard World convention. Each championship event will consist of two days of competition.

Each Championship event will consist of two levels of competition:

1) First flight Sealed competition (Saturday). The first day of championship competition is open to any player who has not already won a Regional event in the current cycle. The first day of competition consists of Swiss rounds, which will qualify sixteen (16) players for competition in the next day's finals. A player who has won an Invitation at the Regional level in the current cycle may compete in the first flight, but if s/he chooses to do so, s/he forfeits his/her Invitation and may only qualify for the finals through competitive standing in the first flight.

2) Second flight 300 point Constructed Open HeroClix finals (Sunday). The second day of championship competition is open to the top sixteen (16) players from the previous day's Sealed competition as well as players who won an invitation in a Regional event during the current WWHCI cycle (if needed to prevent a bye, the 17th place player from the previous day's Sealed competition will be allowed to compete in the championship finals). These championship finals shall consist of two (2) rounds of Swiss competition followed by three (3) rounds of single elimination competition. The top eight (8) players from the Swiss rounds shall compete in the single elimination rounds to determine the WWHCI Champion. WizKids may substitute another format or even scenario.

Prizes (may vary from event to event—the specific prizes listed below are guidelines and are subject to change with or without notice):

• Grand Prize: Champion's choice Master Piece figure. This figure must be selected from the most recent Marvel or DC expansion and will be #1 of 1. The current champion may not choose a figure that was chosen by a previous champion.

• Fellowship Prize: A factory set of Limited Edition pieces from a current HeroClix expansion (selected by WizKids).

• Top 8 prizes: Limited Edition pieces from a current HeroClix expansion (selected by WizKids).

• "Participation" Prize: The first day of competition will feature the last use of the cycle's Regional exclusive "participation" prize. WizKids may offer additional prizes to second day competitors.

• Additional Prizes: Wizard World and WizKids will add additional prizes where available and appropriate.

9.4 Definition of Terms

In this document, specific terms are used repeatedly to describe various phases of the invitational series. Here is what is meant by those terms.

Match—a single pairing of two competitors which produces a winner and a loser for purposes of tournament scoring.

Round—the totality of matches occurring at the same point in the tournament. Each tournament consists of multiple rounds.

Flight—a grouping of rounds that constitutes a distinct sub-set of a tournament. For example, a Regional level event consists of a Sealed first flight (comprised of 3 rounds) that is open to all players and a Constructed second flight that is open to Invitation holders and the top 16 players from the first flight.

Tournament—a single competition comprised of multiple rounds and/or flights.

Event—a single tournament or demonstration. This term is sometimes used to describe the totality of activities surrounding a particular tournament or demonstration.

Side Event—a tournament, demonstration, or pick-up game that occurs in connection with a larger event, but is not part of the central tournament. For example, players who do not qualify for the second flight at a Regional event might compete in side

events that afternoon—these events are not part of the Regional tournament, but are held in the same location and run by the same Tournament Organizer and/or Judges.

5) **DC HeroClix** Errata and Clarifications

Official DC HeroClix™ Errata and Clarifications

November 2005

These document updates are tournament legal November 30, 2005. All new entries since the last update appear in red.
Forums: Any ruling made by the official rules arbitrator on a WizKids **HeroClix** forum is an official ruling. The ruling
is tournament legal only when the FAQ is published on WizKids' website. The FAQ will be labeled with the date it becomes tournament legal.

Character Corrections
Man-Bat #40, *Hypertime*
This character does not fly; it has Leap/Climb. Ignore the flight base on this character.
Riddler #43–45, *Hypertime*
Some early printings of this character do not have Shape Change, Barrier, or Support; it had Mastermind and Perplex. Wherever Shape Change or Barrier appear on this character's dial, substitute Mastermind. Wherever Support appears, substitute Perplex.
Dove #88, *Hypertime*
This character does not fly; it has Leap/Climb (but not on the first click). Ignore the flight base on this
character.
Easy Soldier #3, *Cosmic Justice*
This character has Energy Explosion on its first click.
Easy Medic #4, *Cosmic Justice*
This character has Support on its first two clicks.
Gotham Undercover #7-9, *Unleashed*
These characters have the boot speed type.
DEO Agent #3, *Unleashed*
This character has Perplex on its second click.
Hush #86, *Legacy*
This character is the archenemy of Batman #84, Legacy

Connor Kent #210, *Legacy*
This character has the Superman Ally team ability.
Cheetah #18, *Icons*
This character has 2 damage on its final click.
Dr. Jonathan Crane #201, *Icons*
This character has 6 range.

Team Abilities Corrections
JUSTICE SOCIETY: Replace the text with the following: "Before any attack roll, a Justice Society team member 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." **(misprinted on some cards)**

KINGDOM COME: Replace the last line of the description with the following: "Characters with this team symbol and characters suffering knockback ignore this team ability." **(misprinted on some cards)**
POLICE: Replace the text with the following: "For each Police team member adjacent to a friendly figure making a ranged combat attack, modify the friendly figure's attack value by +1. All Police team members modifying an attack on a target must have a clear line of fire to the target, though the target does not need to be within range of a team member modifying the attack." **(misprinted on some cards)**

Battlefield Condition Card Corrections
Deep Shadows
• Replace the first line of the card with: "Treat all non-blocking terrain as hindering terrain for line of fire purposes."

Feat Card Corrections
Darkness Within
• Replace the first line of the card with: "(Optional) Once per turn before this character makes an attack, deal 1 pushing damage that ignores Willpower and team abilities to a single target friendly character adjacent to the character; this is not an attack:"

Big Figure Sinestro Corrections
• Under Multi-Attack in the Sinestro Rules, replace the fourth and fifth sentences in the

power description paragraph with: "The damage value for each Multi-Attack is reduced by one, to a minimum of zero. Separate attack rolls are made for each attack."

Team Abilities Clarifications

Batman Enemy Team Ability
• The Batman Enemy team ability works in the same manner as the "Defend" superpower described in the General Errata & Clarifications document, except that it can only be used with other Batman Enemy team members and it applies to attack value rather than defense value.

Crime Syndicate Team Ability
• The CSA team ability cannot be used more than once per turn, per character with the ability.
• A character that has already been given an action token in a turn may be given a second action token that same turn from the CSA team ability. DC HeroClix Errata and Clarifications – March 2005
• If a character were given a second action token as a result of the CSA team ability, it would take push damage (if applicable).

Justice League Team Ability
• If this character is given a move action and fails a break away roll, the Justice League ability may be used so that action does not count towards the player's total allotment for that turn.

Justice Society Team Ability
• The Justice Society team ability is transitive in the same manner as the "Defend" superpower described in the General FAQ, except that it can only be used with other Justice Society team members.

Kingdom Come Team Ability
• If a character fails its roll against the Kingdom Come team ability, it can still complete the remainder of its movement. If there are no legal squares in which the character that failed its roll against the Kingdom Come team ability may move, the character must end its movement in the first available legal square along the path it took when moving adjacent to the Kingdom Come team member, even if that square is the square in which the character began its movement.
• A character adjacent to a Kingdom Come team member that moves to another square adjacent to the same Kingdom Come team member does not roll against the Kingdom Come team ability again. A character adjacent to a Kingdom Come team member that moves to another square adjacent to a different Kingdom Come team member must roll against the different Kingdom Come team member's Kingdom Come team ability.

Legion of Super Heroes Team Ability
• When using another team's ability, a "wild card" team member is considered part of that team for team ability purposes only; for everything else, it is a member of the team printed on its base.

Mystics Team Ability
• If a Mystics team member somehow deals damage to itself with its own attack (such as an Energy Explosion), and does not choose cancel the team ability, the character would retaliate against itself.

Police Team Ability
• If a Police team member is adjacent to a friendly character that makes a multi-target rangedcombat attack, the attacking character gets +1 to its attack value only against those targets to which the Police team member has a clear line of fire.

Superman Enemy Team Ability
• This power works for each different pair of adjacent Superman Enemy characters. For example, if you have three Superman Enemy characters all adjacent to one another, with point values 75, 60, and 44, there are three potential pairs: 1) 75/60, 2) 75/44, and 3) 60/44. 75 is higher than 60, so 75 gets Outwit. 75 is higher than 44, but 75 already has Outwit—it cannot get it again. 60 is higher than 44, so 60 gets Outwit.

Titans Team Ability
• In order for a character to use the Titans team ability, a click of damage must be exchanged from one Titan to another; you cannot deal 1 click of damage without also healing 1 click of damage.

Battlefield Condition Card Clarifications

Madness
• When using Support and two sixes are rolled, the target would take 1 damage. When using Support and two ones are rolled, the target is healed equal to the result of one die roll.

Radiation Leak
• If Radiation Leak and War Zone are in play at the same time, War Zone takes precedence over Radiation Leak when using the Support power. Radiation Leak requires a die roll but due to War Zone being in play no die is ever rolled for Support.

• The Radiation Leak Battlefield Condition does not affect the Suicide Squad team ability.

Feat Card Clarifications
Darkness Within
• The pushing damage is dealt to the adjacent friendly character after the action is declared but before the attack is made.

Damage Shield
• Damage from Damage Shield is not an attack, and therefore will not trigger the effects of attacks such as the Mystics team ability or the Super Senses power.
• The prerequisite ability must be showing on the dial at the time of the attack in order to use Damage Shield.

In Contact With Oracle
• If Oracle is removed from the battlefield and placed on the In Contact With Oracle feat card her team ability cannot be copied by figures with wildcard team abilities.
• Free actions may not be used to give an Agent the +1 to its combat values.
• The +1 to combat values that Agents gain is applied immediately when the action is given.
• When an Agent already has a power showing on its dial that Oracle has, it may not be granted that same power from Oracle.
• Oracle grants the Agent the power that is showing on her dial. The power that the Agent has been granted can be countered. If the Agent is KOd, the effects of the power are lost.
• If Oracle is placed on the feat card and she survives the battle, the controlling player receives victory points for her.

Infiltration
• Characters placed outside the starting area are still protected under the First Turn Immunity rule (see also the **HeroClix Comprehensive Tournament Rules**).

Lazarus Pit
• Until the character that has Lazarus Pit assigned to it is returned to the battlefield, no other character may be placed in the square with the Special marker.
• As long as the Special marker is on the battlefield, the character that had Lazarus Pit assigned to it cannot use any other Feat cards it may also have assigned to it.
• Lazarus Pit may not be assigned to Big Characters.
• When a double-based character assigned the Lazarus Pit Feat Card is KOd, place a Special marker in each of the two squares that the character occupied when it was KOd.

Sidekick
• The two characters assigned Sidekick may never carry one another.

Siphon Power
• A character with Siphon Power cannot use team abilities that wild cards cannot normally copy.
• If an opposing character is using the Saboteur feat card, the character with Siphon Power may only choose the team ability of the character with Saboteur. If the opposing character with saboteur had a team ability that wild cards cannot normally copy, the character with Siphon Power will be able to use that team ability.
• A character with Siphon Power may not have the team ability it is using copied by wild card characters.
• Wild cards may not copy the rewritten team ability that Siphon Power grants.

Submerged
• As water terrain is hindering terrain, powers, abilities, and feats that allow a character to ignore hindering terrain for line of fire purposes would also allow the character to ignore Submerged.

6) Heroclix Map FAQ

Official HeroClix™ Map Clarifications
September 2004

These document updates are tournament legal September 1, 2004. All new entries since the last update are shown in red.

Forums: Any ruling made by the official rules arbitrator on a WizKids **HeroClix** forum is an official ruling. The ruling is tournament legal only when the FAQ is published on WizKids' website. The FAQ will be labeled with the date it becomes tournament legal. have aTournament Legal date in it.

General Map Notes
Blocking Terrain
• Diagonally adjacent squares that contain blocking terrain are considered continuous blocking terrain. Lines of fire that pass through the diagonal are blocked by the blocking terrain.
• All walls are assumed to stop exactly at the edges of squares. Even if it looks like a wall "sticks out" into a doorway, it doesn't, and thus diagonal attacks can pass through without being blocked. See also **Lines of Fire**.

• If characters with Leap/Climb or Flying end movement in outdoor blocking terrain, lines of fire to or from those characters are not blocked by blocking terrain in that square. All other squares of terrain affect lines of fire normally. Characters in adjacent squares to the character in outdoor blocking terrain are not considered adjacent for purposes of combat, but adjacent characters with the Leap/Climb power may make a close combat attack against a character in outdoor blocking terrain. See also **Leap/Climb** on the PAC.

Elevated Blocking Terrain
• Any blocking terrain that exists on elevated terrain (ie. the air vents) is considered to be blocking terrain at the same elevation as all other "elevated terrain". Only flying characters and characters with the Leap/Climb Power can enter these spaces.

Elevated Terrain
• A character cannot "jump off" of elevated terrain, unless that character has Leap/Climb, Phasing, or Flying.
• When using a ladder to move to or from elevated terrain, the character must pass through the two squares (one grounded, one elevated) that contain the ladder terrain feature.

Hindering Terrain
• When a character moves through the corner between two diagonally adjacent squares of hindering terrain, it ends its move after crossing the corner. If the movement ends in clear terrain, it may move without penalty the next turn. See also **Lines of Fire.**
• Terrain in a square remains the same type through an action; if it suddenly changes (such as becoming hindering terrain halfway through a Hypersonic Speed action), it is still considered of the original type until the character moves out of it or the action ends.

Indoor Maps
• Any map that's labeled as "Indoors" is considered to be entirely "Indoors" and subject to all the rules for Indoor movement and combat.

Maps and Tournament Legality
• Any WizKids-published HeroClix map is legal for tournament play. All maps used in a tournament must be of the same size.

Outdoor Maps
• Any map that's labeled as "Outdoors" is considered to be entirely "Outdoors" and subject to all the rules for Outdoor movement and combat.

Stairs
• The top square of a staircase is the last square in which the staircase exists, and is therefore elevated terrain. This square of stairs is considered adjacent to the second-to-last square, even though the terrain exists on two different elevations.

Map-Specific Notes
DC Starter Set Map A – Indoor, "The Office"
• The squares of the circular desk are not surrounded by a thick black line; therefore, the desk is hindering terrain.
DC Starter Set Map B – Outdoor, "The Truck Stop"
• The squares occupied by the trucks are not surrounded by a thick black line; therefore, they are hindering terrain.
DC Premier Set Map C – Indoors, "The Museum"
• The colored areas surrounding and including the dinosaur exhibits are hindering terrain.
• The section of the map that the stairs lead to is not elevated terrain. The wall that separates this section is indoor blocking terrain, while the stairs themselves are clear terrain.
• The squares containing the Desk and the Suits of Armor are surrounded by thick black line and are considered to be blocking terrain.
DC Premier Set Map D – Outdoors, "The Apartment Complex"
• The thick black lines that surround the stairwells are blocking terrain. Since the top square of the stairs is elevated, the blocking terrain surrounding it may not be destroyed.
• The awnings extending out from the buildings are considered to be grounded hindering terrain.
DC HeroClix Map Set - Justice League Watchtower Indoor
• The squares with the video screens that fully occupy the square are hindering terrain (Consider them to be giant bulky screens that you can hide behind.)
• The squares that the pool occupies are water terrain.
• In the garden, the flowers and small green plant squares are clear terrain. The plants alongside the outside of the room, and the benches, are hindering terrain.
• The twisting stairs are clear terrain.
• In the kitchen, the table, refrigerator and counter top/cabinet squares are hindering terrain. The squares with the light grey strip are clear terrain.
• The teleport portal (green circle) is clear terrain.
• The squares that the shuttle occupies and the squares that the shuttle wings cut through are

hindering terrain. (The squares with a very minor overlap of the shuttle are clear terrain.)

DC HeroClix Map Set - Metropolis Outdoor
• The squares with S.T.A.R. Labs' front doors are clear terrain.
• The top square of the 2-part stairs on the Metropolis Museum of Art and the Daily Planet should not have a thick black line on the edge adjoining the rooftop. You may enter the rooftop from this square.
• The single square of stairs at the front of the Metropolis Museum of Art does not lead to the roof. (It leads to the front door.)
• On top of the Daily Planet, the 4X4 area that the globe occupies is hindering terrain. The rest of the rooftop is clear elevated terrain.
• The 4X6 area that the pond occupies is hindering terrain. It's all water terrain except for the 4 corner squares, which are simply hindering terrain.
• Aside from the elevated terrain, there are no thick black lines on this map. The cars, news stand, concession stands, statues, park benches, bus stops, bushes and signs are all hindering terrain.

DC HeroClix Map Set - S.T.A.R. Labs Indoor
• The 2X3 fountain in the middle of the map is water terrain. The grey shallow water squares that are surrounding it are normal hindering terrain.

DC HeroClix Map Set - The Batcave Indoor
• The yellow crate squares are hindering terrain.
• The weapon display case and Bat Computer squares are blocking terrain.
• The twisting stairs are clear terrain.
• Squares that the Batcycle, Batmobile and Batcopter occupy are hindering terrain.
• The rocky dirt section of the map is entirely hindering terrain.
• The red gym mats in the workout area are clear terrain.

Marvel Starter Set Map 1 – Indoors, "The Mall"
• The water fountain is only hindering terrain, not water terrain.

Marvel Premier Set Map 3 - Outdoors "The Park"
• The building in the park is blocking terrain; it is not elevated terrain. **See General Map Notes, Blocking Terrain.**
• If water covers more than half a square on the map, it is considered to be a water terrain square.
• The grass and dirt pathways on the map are clear terrain, not hindering terrain.

Marvel Premier Set Map 4 – Indoors, "The Warehouse"

• The crates in the middle of the warehouse are blocking terrain.

Marvel HeroClix Map Set - Xaviers School Outdoor
• The bluish-grey section with a boat in it is water terrain.
• The dock is clear terrain.
• The squares with the basketball hoops in them are clear terrain.
• The thick black lines on either side of the Xavier School Sign gazebo are blocking terrain.

Marvel HeroClix Map Set - Avengers Mansion Outdoor
• The top square of the stairs should not have a thick black line on the edge adjoining the rooftop. You may enter the rooftop from this square.
• The rooftops are considered to be clear elevated terrain.
• The cars are hindering terrain.

Marvel HeroClix Map Set - Danger Room Indoor
• The small tufts of grass on this map are clear terrain.
• The log and rock squares in the pond are normal (non-water) hindering terrain.
• The lava flow squares are hindering terrain.

Marvel HeroClix Map Set - Avengers Mansion Indoor
• The squares with the thin plasma screens are clear terrain.
• The square with the coat-rack is hindering terrain.
• The bluish-grey elevator squares are clear terrain.

Indy Starter Set Map A – Indoor, "The Evil Headquarters"
• The goldfish pond is water terrain.
• The cement and dirt squares are clear terrain.
• The Computer squares are hindering terrain with a wall of blocking terrain behind them.
• The square in the center of the desk is clear terrain.

Indy Starter Set Map B – Outdoor, "The Temple"
• The rooftops are clear elevated terrain.
• The statues and gong are hindering terrain.
• The goldfish pond is water terrain.

Outdoor Adventure Pack Map 2 – Outdoors, "The Construction Site"
• The chain link fence (thick grey line) is special hindering terrain. If a figure moves across the fence, they must end their move in the square after crossing the fence. If this movement ends in clear terrain, the character may move normally the next turn.

• The dark brown area with the truck backed up to it is a big pile of dirt with a ramp leading up to it. It is considered to be elevated and hindering terrain.

• The squares occupied by the crane and the trucks are not surrounded by a thick black line, therefore they are hindering terrain.

• The blue patch in the middle of the map is a puddle and considered to be water terrain.

• The brown patch near the pond is a small patch of dirt and considered to be hindering terrain.

Indoor Adventure Pack Map 1 – "The Factory"

• The grey tables in the factory area are hindering terrain.

Indoor Adventure Pack Map 2 – "The Mansion"

• The open blue squares in the pool are considered to be water terrain.

• The squares in the pool that contain the diving boards are considered to be normal hindering terrain, not water terrain.

• The slide is hindering terrain, not elevated terrain.

• The grass, cement, and asphalt on the map are clear terrain, not hindering terrain.

WHERE DO YOU PLAY?

Alabama

Hobbytown in auburn, AL

The DeeP Comics and Games in Huntsville, AL

Alaska

Arizona

Pop Culture Paradise Tempe, AZ

Game Depot Tempe, AZ

Arkansas

Galaxy Comics and Games Jonesboro, AR

Imagine! Sherwood, Arkansas

California

Great Escape Games in Sacramento, California

Collecter's Ink (Chico, CA)

Comic Cult I in Torrance, CA

Play With Bob Paradise California

Knightware in West Studio City, CA

Gator Games in San Mateo, California

Game Empire San Diego, CA

Legacy Comics and Cards Glendale, CA

The Game Zone in Pasadena CA

All Ways Gaming Chatsworth, CA

The Bullpen, Los Angeles, CA

Bases Cards & Comics Lancaster, Ca

Comic Cult II Norwalk, CA

Comic Quest (Lake Forest): Lake Forest, CA

Artifex in san diego california

Players dugout Riverside California

Players Dugout Moreno Valley CA

Kings Comics and Cards in Burbank, CA

The Realm in Brea, CA

Comic Madness in Chino, CA

Colorado

Time Warp Boulder in Boulder, Colorado

Time Warp Longmont in Longmont, Colorado

Collecting Unlimited Westminster Colorado

Collecting Unlimited is in Westminster, Colorado

Digital Dungeon Greeley, Colorado

Compleat Games and Hobbies, Colorado Springs CO

Dalez Cards and Comics, Colorado Springs CO

Connecticut

DJ's Comics in Wallingford, CT

Arkham Asylum Norwich CT

Sarge's Comics in New London, CT

wonderland comics in Putnam CT

Delaware

The Comic Book Shop Wilmington, Delaware

Between Books Claymont, Delaware

The Days of Knights Newark, Delaware

Captain Blue Hen Comics & Entertainment Newark, Delaware

Florida

Pop! Comics Sarasota Florida

MC Collectables Bradenton Florida

Wizard's Wall Melbourne FL

Anime Pavillion Melbourne FL

Skip's Baseball Card Clubhouse Tampa, FL

Cool Comics and Games Cape Coral FL

Coliseum of Comics in the Fashion Square Mall Orlando, FL

Cool Stuff Inc in Winter Park, FL

Sci-Fi City in Orlando, FL

Bobe's Hobby Shop Pensacola, FL

TBS Comics Pensacola, FL

Acme Superstore Longwood, Fl

Cosmic Cat Comics & Games | Tallahassee, Florida

Sunshine Roleplayers Miami Florida

Past, Present & Future - in Lauderhill, Florida

Tates Gaming - Lauderhill, Florida

TBS Comics - Ft. Walton Bch., FL.

Comics Direct - Niceville, Fl.

Coliseum of Comics - Orlando Florida

Coliseum of Comics - Kissimmee Florida

Unity Entertainment Clermont Florida

Action Games and Comics Clermont Florida

Georgia

Player One Games Alpharetta, GA

Xavian Games and Books Roswell, GA

Heroes and Villains in Warner Robins, GA

Comics Plus in Macon, GA

coca-cola space science center in columbus, GA

Game Corner Lagrange, GA

Odin's Cosmic Bookshelf Liburn, GA

Atlanta Game Factory Atlanta, GA

Classic City Comics & Games Athens, Georgia

Gamer's Getaway in Douglasville, GA

Quest in Carrollton, GA

Player One Games Alpharetta, GA

Bunjee's Comics Griffin GA

Champions Austell, GA

The Dragon's Horde Stone Mountain GA

Odin's Cosmic Bookshelf Lilburn GA

Hawaii

Gecko Books & Comics Honolulu Hawaii

Other Realms Honolulu Hawaii

Jelly's Aiea, Hawaii

Idaho

Magic Dragon Boise, Idaho

Illinois

Hero Headquarters in Buffalo Grove Il

Games Plus in Mt. Prospect, IL

Dark Tower comics (formerly Watchtower), Chicago IL

Astro City comics, Schiller Park IL

Springfield Game Store Springfield, IL

Sleeping Dragon Games Matteson, Illinois

JUST FOR FUN PEORIA, IL

Acme Comics NORMAL, IL

Acme Movies, Music, Comics and Games Peoria, IL

HobbyTown USA Peoria, IL

G.O. Games Lansing, IL

Elsewhere Comics in Blue Island, IL

Danville book world Danville, IL

Valahalla Games - Champaign, Illinois

Indiana

Reader Copies in Anderson, Indiana

Wizard's Keep in Muncie, Indiana

Galactic Greg's in Valparaiso Indiana

BuyMeToys.com in South Bend, IN

Downtown Comics West, Indiana--Indianapolis

Downtown Comics Castleton Indiana--Indianapolis

NE Indy Game Club Indiana--Indianapolis

Comic Carnival East Indiana--Indianapolis

Comic Carnival North Indiana--Indianapolis

Jim's Sports Cards and Collectibles E Camby Indiana

Downtown Comics South Indiana--Indianapolis

Book Broker Evansville Indiana

Iowa

Mayhem Comics Ames, Iowa

Alter Ego Comics Marion, IA

Friday Night Fights Kirkwood Community College Cedar Rapids, IA

Battlezone Games Hiawatha, IA

Hawkeye Game Club Iowa City, IA

Mid-American Hobbies North Liberty, IA

Kansas

Astrokitty Comics and More Lawrence, KS

31st Century Games Olathe, KS

TableTop Games Overland Park, KS

Agents Comics and Games Wichita KS

Prarie Dog Comics Wichita, KS

Kentucky

Warlords Unlimited Richmond Kentucky

moonlite comics Frankfort, Kentucky

Warlords Unlimited, Richmond, KY

Sam Goody 6129, Morehead, Kentucky.

Louisiana

Maine

Monkfish Books Standish, ME

Crossroads Games Standish, ME

Greenhouse Games in Gardiner , ME

Maryland

"Comics to Astonish" in Columbia, MD

OCmindgames Ocean City, MD

Other Realms in Gaithersburg , MD

"Comics to Astonish" in Columbia, MD

Illusions in Salisbury, MD

"House of Pop Culture" in Waldorf, MD

Comics to Astonish in Columbia, Maryland

Dream Wizards in Rockville, MD

Hobbytown USA Frederick, Maryland

Other Realms in Gaithersburg, MD

Massachusetts

TJ Collectibles in Milford, MA

Hobby Bunker, Malden MA

Magic Dragon, Arlington MA

Your Move Games, Somerville MA

Complete Strategist, Boston MA

LOONY TOONZ – New Bedford, Massachusetts

Scholars' Bridgwater, Massachusetts

Collectors' Guild is in Mansfield, MA

Stillpoint Comics Somerset, MA

Greenfield Games/Griffon Games Greenfield, MA

Federation Comics Brockton Massachusetts

Michigan

Comic Relief flint michigan

Adventurer's Guildhouse in flint michigan

Clems in Lansing, Michigan

Legends Sports and Games, Grand Rapids Michigan

Whitecap Comics, Comstock Park Michigan

Goldmine Comics, Wyoming Michigan

RIW Hobbies , Livonia Michigan

Green Brain Comics , Dearborn Michigan

Pandemonium , Westland, Michigan

Vault of Midnight Ann Arbor Michigan

Phoenix Games Ann Arbor, Michigan

Fun4All2 in Ypsilanti, MI

Fortress Comics and Games East Lansing Michigan

Rider's Hobby Shop, Flint Michigan

Hero Quest in Howell Michigan

Hobby World in Marquette, MI

Green Dragon Comics in Escanaba, MI

Cashman's Comics (Bay City, MI)

Sweet Lou's Collectables (Millington, MI)

The Stadium (Bay City, MI)

WhiteCap Comics, Comstock Park MI

Rider's Hobby Shop, Flint Michigan

Minnesota

Robin Goodfellow Company Duluth Minnesota

Solinvictus Comics N Virginia Minnesota

Roy's Comics & Games Hibbing Minnesota

Dreamers cards games & collectables Saint Louis Park Minnesota

Outpost 2000 & Beyond Coon Rapids Minnesota

The Gamers Den Cambridge Minnesota

Unicorn Games Oakdale Minnesota

Card Emporium-Golden Valley, MN

The Source- Falcon Heights, MN

Monster Den- Minneapolis, MN

Twin City Comics - Columbia Heights, MN (Twin Cities)

Mississippi

Missouri

Valhalla's Gate Columbia, MO

Meta Games Springfield, Missouri

Games to Order Springfield, Missouri

A-Z COMICS Lee Summit, Missouri

Battle-Zone Raytown, Missouri

The Neutral Zone in St. Peters Missouri

Montana

Nebraska

Questworld, Grand Island, NE

Ground Zero Bellevue Bellevue, Nebraska

Coliseum Gaming Lavista, Nebraska

Gamestop 72nd and Dodge Omaha Nebraska

Ground Zero Omaha, Nebraska

Tenthpenny Bellevue, Nebraska

Dragon's Lair Omaha, Nebraska

Comic World in Lincoln NE

Nevada

Dreamland Hobbies Las Vegas, Nevada

Kool Koolectables Las Vegas, Nevada

New Hampshire

Secret Hideout Keene NH

More Comics Keene, NH

Double Midnight Comics in Manchester NH

Paperback Bazaar Somersworth New Hampshire

New Jersey

Amazing Stories in Shrewsbury, NJ

The Game Room Store in Bricktown, NJ

The Danger Room (Aka. Avelino's Pizza) in Toms River, NJ

The Collectors Den Paramus, NJ

Little Shop of Comics in Scotch Plains NJ

Bad Moo Comics in New Providence NJ

Time Warp Comics, in Cedar Grove NJ

Superhero City in Sewell, NJ

All Things Fun! Berlin, NJ

Comics Plus in Mount Holly, NJ

New Mexico

New York

Kings Games in Brooklyn NY

Eden studios/Zombie Planet Albany New York

Neutral Ground New York New York

Sanctuary Comics Watertown New York

The Games People Play Elmira New York

Stonehendge Cards & Comics New Windsor New York

Alterniverse Salt Point New York

Let's Play! @ TSPT in Waverly NY

Comics Etc in Rochester NY

Altered States Game and Hobby SYRACUSE, NY

Centerfield Card & Comics Endicott, NY

Family Hobby and Crafts Vestal NY

Fat Cat Books Johnson City NY

Archway Comics Little Neck NY

Who's on First Collectibles Merrick, Long Island, NY

Comic Book Depot Wantaugh, Long Island, NY

Grasshopper's Comics Williston Park, Long Island, NY

Captain Comic West New Hyde Park, Long Island, NY

Best Comics New Hyde Park, Long Island, NY

Mark's Comics Valley Stream, Long Island, NY

Captain Comic East Plainview, Long Island, NY

North Carolina

Hit Point Hobbies in Southern Pines NC

Silver Bullet Comics in Winston-Salem, North Carolina

DJ's Cards & Stuff in High Point, North Carolina

Nostalgia Newsstand-Greenville, NC

Mind Games -Greenville, NC

North Dakota

Ohio

Alter Ego Comics, Lima Ohio

Recess Games in North Olmsted, OH

Gamers Haven in Middleburg Heights, OH

Compendium Collectables in Rocky River, OH

Bell, Book and Comic, Dayton, Ohio

Schumer's Baseball Cards and Comics Dayton, Ohio

Bookery Fantasy Fairborn, ohio

Universe of Superheroes (Comic & Gaming Shop) Athens, Ohio

Diversions Newbury, OH

Chardon Cards and Comics Chardon, OH

The Soldiery columbus, OH

Finders antiques and sports shop Newark, Ohio

Comic shop plus Newark, Ohio

The Bookery, Fairborn (Dayton east side), OH

Bell, Book, & Comic, Dayton, OH

Ground Zero Comics, Galloway (Columbus west side), OH

The Guardtower, Columbus, OH west side

Ravenstone, Columbus, OH, west side

Comic Town, Columbus, OH, north side

The Armoury, Columbus, OH, east side

Sci-Fi Cincinnati, Ohio

Comic Book World, Inc. Cincinnati, Ohio

YottaQuest Cincinnati, Ohio

Oklahoma

The Cave, in Ada, OK

The Original Game Shop Tulsa, OK

Speeding Bullet Comics - Norman, OK

Wizard's Asylum Tulsa, OK

Mammoth Comics Tulsa, OK

Wizard's Asylum in Norman OK

Dragonfyre comics in Oklahoma City, OK

New World Games and Comics in Midwest City, OK

Edmond, Oklahoma Al's Sports Cards

Oregon

More Fun Comics, Ashland, Oregon

Another World (Hollywood store)' in Portland, Oregon

JJ's Hobby Shop Roseburg, Oregon

Neverland Comics Roseburg, Oregon

Rainy Day Games in Aloha, Oregon

Mind Candy - Aloha OR

Alternate Universe - Portland, OR

Pennsylvania

6 feet under games, Lancaster, PA

Venue Six Feet Under Games Lancaster, PA

Venue Comic Store West York, PA

Event New Dimension Comics Butler Pennsylvania

Hobbymasters Pittsburgh Pennsylvania

D&D Sports Cards in St. Marys, PA

Skye Enterprises in Oil City, PA

The Kid in Me at the Lebanon Valley Mall in Lebanon, PA

Bagged and Boarded Bensalem, PA

Comics and More (In Plymouth Meeting Mall) Plymouth Meeting, PA

Phantom Of The Attic Allentown, PA

Comics World in Chambersburg PA

Comix Connection in Mechanicsburg PA

Comic Connection Mechanicsburg, PA

Cosmic Comics Harrisburg, PA

Infinite Quests Blue Bell, PA

Montgomery County Community College Blue Bell, PA

Golden Eagle Comics at the Fairgrounds Mall in Reading, PA

Phantom of the Attic Pittsburg, PA

New Dimension Comics Pittsburg PA

HobbyTown USA Pittsburg PA

The Unknown. Scranton PA

Rhode Island

he Incredible Pulp in Narragansett RI

Disposable Heroes – Johnston, RI

The Game Keeper – Providence. RI

Your Move Games – Warren RI

South Carolina

Borderlands Games (Greenville ,SC)

The Clemson Newsstand (Clemson ,SC)

Tangled Web (Spartanburg , SC)

Green Dragon Inc North Charleston, South Carolina

Hobbytown Charleston South Carolina

South Dakota

Tennessee

The Barony, in Oak Ridge TN

Rick's Comic City Nashville, TN

Grand Adventure Murfreesboro TN

Collector's Universe Knoxville, Tennessee

Grand Adventures Comics Murfreesboro,TN

The Dragon Caves - Chattanooga TN

Alley Cat Comics & More - Chattanooga TN

Comic Hound - Chattanooga TN

Hobbytown (memphis) in memphis, TN

Grand Adventures Comics in Murfreesboro, Tennessee

Comic City - Madison, Tennessee

The Dragon Caves Chattanooga Tennessee

Comic Hound Chattanooga, Tennesee

Alley Cat Comics Chattanooga, Tennessee

Texas

Strike Zone houston Texas

Hobby House in Kingsville, Texas

Armchair Commandos in Corpus Christi, Texas

Bee Cave Comics also in Austin. TX

Dragons Lair Austin, TX

TNT Comics Lewisville, Tx

Madness Games Plano, Tx

HobbytownUSA Dallas, Tx

Comic Asylum Plano, Tx

Game Chest Dallas, Tx

Hobby House in Kingsville, TX

Armchair Commanders Games & Hobbies in Corpus Christi, TX

Y2Komics, Fort Worth

HobbyTown USA, Fort Worth (Hulen)

Lone Star Comics (Central Arlington)

Lone Star Comics (Dallas)

Lone Star Comics (Irving)

Lone Star Comics (Hurst)

Lone Star Comics (Mesquite)

Lone Star Comics (southwest Arlington)

Dragon's Lair - Round Rock, Tx

Book Stan' Killeen, TX

Utah

Endzone, Trolley Square, Utah

Endzone, Clearfield (salt lake city) Utah

Endzone Trolley Square - Salt Lake City, UT

Game On! in Spanish Fork, UT

Cache Game and Hobby St. Logan Utah

The Black Rose Inc Murray Utah

Game Den West Valley City Utah

Vermont

Heroes Kingdom St. Albans,VT

Virginia

Dominion Comics Lynchburg, VA

Fun-N-Games, Blacksburg, Virginia

Atlantis Comics in Portsmouth, VA

Fantasy Escape Virginia Beach, VA

Comic Chest Virginia Beach, VA

Richmond Comix - Midlothian VA

Atomic Comics Emporium, Hampton VA.

Campaign Headquaters, Norfolk VA

Star City Comics & Games NW Roanoke Virginia

Game Parlor 2 in Woodbridge, VA

Washington

House of Games in Spokane, WA

Vista Comics and Sports Cards Longview, Washington

Games Matrix in Tacoma, WA

Book and Game Company in Walla Walla, Washington

Comic Book Ink Tacoma, WA

The Comic Stop in Lynnwood Washington

Arcane Comics and More here in Seattle Washington

Games and Things in Bellingham, WA

Cosmic Comics Bellingham, WA

Eagles Games Bellingham, WA

Olympic card and comic Lacey, Washington

Docking Bay 93 in Burlington/Mt. Vernon, Washington

West Virginia

All About Games Beckley West Virginia

D&S Collectables Fairmont, WV

Hobby Exchange Huntington WV

Wisconsin

Misty Mountain - Madison, WI

Pegasus Games - Madison, Wi

Adventure Games Plus in West Allis, WI

Victory Games in Sheboygan WI

Wyoming

CANADA AND ROW

CANADA

Treasure Chest Games Lethbridge, Alberta, Canada

Showcase Comics Lethbridge, Alberta, Canada

Comic Warehouse brampton ontario, Canada

Third Eye Blind Dartmouth, Nova Scotia, Canada

Carta Magica in Montreal, Quebec, Canada

Check Swing Sportscards Brossard, Quebec, Canada

La Bete Noire, in Drummondville, Quebec, Canada

Stadium Comics - Shopper's World in Brampton, Ontario

Image Collections - Queen St. Streetsville Mississauga, Ontario Canada

Untouchables - Hwy 10 & Burnamthorpe Rd. Mississauga, Ontario Canada

Havoc and Chaos Comics and Games Victoria British Columbia Canada

Gamezilla, Moncton Moncton, NB CANADA

Gamer's Lair Edmonton, Alberta, Canada

All Star Sports Cards and Collectables Edmonton, Alberta, Canada

Metropolis Toys, Games & Gifts Edmonton, Alberta, Canada

Happy Harbor Comics & Toys Edmonton, Alberta, Canada

DUELING GROUNDS, Toronto Canada

The Dragon Guelph Ontario

Retro Rocket" in Cambridge ON, Canada

Triple-play Collectibles in Surrey, BC, Canada

Drexoll Games Vancouver British Columbia Canada

Lucky's cards and comics Vancouver British Columbia Canada

Hourglass Comics Port Moody British Columbia Canada

Wally's Prosportscards vancouver British Columbia Canada

Elfsar Collection Ltd Vancouver British Columbia Canada

Imperial hobbies Richmond British Columbia Canada

Tazmania Comics Burnaby British Columbia Canada

CHILE

Salo Chile, South America

Micromega Antofagasta Chile

Mundo Hero Viña del mar/Valparaiso Chile

MUNDOMIX illa Alemana Chile

NORWAY

Avalon Trondheim, Norway

Outland Trondheim, Norway

UK

Fanboy - Milton Keynes, UK

Legion games club, shepherds bush london,uk

Fanboy 3 Manchester, UK

GamesWorldUK, Middlesbrough, UK

GameStuff, Middlesbrough UK

Magic Labyrinth Shop ~ Leicester, England

AUSTRALIA

Unlimited Hobbies, in Blacktown, Australia

GERMANY

SPAIN

MEXICO

RUSSIA

CHINA

JAPAN

KOREA

PHILLIPINES

Brazil

Comics
Rua Goitacazes 436/442
São Caetano do Sul - BRAZIL

Centergames
Rua Pedro Carvalho de Oliveira,71
São Paulo - BRAZIL