

# HEROCLIX ALPHA – POWERS AND ABILITIES

## SPEED

(foot, wing, dolphin)

(runner – you can move through characters and all terrain as if they didn't exist)

**red FLURRY:** Once each turn if you hit with a close combat attack, you can immediately attack another enemy.

**orange LEAP/CLIMB:** You can move through characters and hindering terrain as if they didn't exist.

**yellow PHASING/TELEPORT:** You can move through characters and all terrain as if they didn't exist.

**light green EARTHBOUND/NEUTRALIZED:** You can only move half your speed in squares (round up).

**dark green CHARGE:** You can make a close combat attack as part of your movement action. You can only move half your speed (round up) before this attack.

**light blue MIND CONTROL:** If your attack hits, you can move the enemy up to its speed instead of dealing damage.

**dark blue PLASTICITY:** Enemies that begin their turn adjacent to you can't be given an action that moves them.

**purple FORCE BLAST:** After you damage an enemy with an attack, you can put it in an adjacent open square.

**pink SIDESTEP:** When it isn't your turn, you can move 2 squares. You can do this once between each of your turns.

**brown HYPERSONIC SPEED:** After you attack, you can move up to your speed as part of the attack action.

**black STEALTH:** If you're in hindering terrain, you can't be the target of a ranged attack.

**grey RUNNING SHOT:** You can make a ranged attack as part of your movement action. You can only move half your speed (round up) before this attack.

# ATTACK

(fist)

(bullseye – you can make ranged attacks even through terrain that blocks line of fire)

**red BLADES/CLAWS/FANGS:** If you make a close combat attack, hit, and roll doubles, deal +2 damage.

**orange ENERGY EXPLOSION:** If you hit with a ranged attack, also deal 1 damage to each other enemy adjacent to the enemy target.

**yellow PULSE WAVE:** Instead of attacking, deal 1 damage to all enemies you can see up to 4 squares from you.

**light green QUAKE:** If you hit and roll doubles, also deal 2 damage to each other enemy adjacent to you.

**dark green SUPER STRENGTH:** If you succeed at a close combat attack while in or adjacent to hindering terrain, deal +1 damage. You can carry heavy objects and cause +1 damage if you make a close combat attack with a heavy object. The heavy object is destroyed (remove it from the game) once an attack is made with it, even if it misses.

**light blue INCAPACITATE:** Enemies that begin their turn adjacent to you can only take one action on this turn.

**dark blue PENETRATING/PSYCHIC BLAST:** When you make a ranged attack, ignore enemy defense powers.

**purple SMOKE CLOUD:** After you attack, you can move up to 2 as part of the attack action.

**pink PRECISION STRIKE:** If your attack only targets a single enemy, add +1 to damage.

**brown POISON:** Instead of attacking, deal 1 damage to all enemies adjacent to you.

**black STEAL ENERGY:** After you deal damage with an attack, you gain 1 health click.

**grey TELEKINESIS:** After you damage an enemy, you can move it up to 4 as part of the attack action.

## DEFENSE

(shield, steering wheel)

red **SUPER SENSES**: If an attack would hit you, roll 1 die. On a 5 or 6, the attack misses.

orange **TOUGHNESS**: Subtract -1 from damage dealt to you.

yellow **DEFEND**: Allies adjacent to you get +1 defense.

light green **COMBAT REFLEXES**: You get +2 defense when an enemy makes a close combat attack against you.

dark green **ENERGY SHIELD/DEFLECTION**: You get +2 defense when an enemy makes a ranged attack against you.

light blue **BARRIER**: Roll 1 die when you are attacked. On a 5 or 6, subtract -2 from the damage. On a 3 or 4, subtract -1 from the damage. On a 1 or 2, take the full damage.

dark blue **MASTERMIND**: If you are hit by an enemy and there is an ally adjacent to you, the ally can take the damage instead. Its powers don't apply to this damage.

purple **WILLPOWER**: After you attack, you can move up to 4 as part of your attack action.

pink **INVINCIBLE**: If an attack hits you, it does -2 damage. You can only suffer at most 3 damage from a single attack.

brown **IMPERVIOUS**: If an attack would hit you, roll 1 die. On a 5 or 6, the attack misses. If an attack still hits, it does -2 damage.

black **REGENERATION**: Instead of attacking, roll 1 die. On a 1 to 4, you gain that many health clicks.

grey **INVULNERABILITY**: Subtract -2 from damage dealt to you.

## DAMAGE

(explosion)

(atom – TINY SIZE: You have +1 defense against ranged attacks)

(giant – GIANT REACH: You can make a close combat attack up to 2 squares away)

(large fist – COLOSSAL STAMINA: You can take another action immediately after your current turn but suffer 1 damage at the end of that last action; you also have GIANT REACH)

**red RANGED COMBAT EXPERT:** Your ranged attacks deal +2 damage.

**orange BATTLE FURY:** Enemies can't use attack or damage powers against you, but you can only move or make close combat attacks.

**yellow SUPPORT:** Instead of attacking, give an adjacent ally 2 health clicks.

**light green EXPLOIT WEAKNESS:** Ignore enemy defense powers when you make a close combat attack.

**dark green ENHANCEMENT:** When an ally adjacent to you makes a ranged attack, it deals +1 damage.

**light blue PROBABILITY CONTROL:** You can reroll your dice once when you attack and must use the new result.

**dark blue SHAPE CHANGE:** If an enemy chooses you as a target, roll 1 die. On a 5 or 6, you can't be attacked by that enemy and the enemy will have to choose another target.

**purple CLOSE COMBAT EXPERT:** Your close combat attacks deal +2 damage.

**pink EMPOWER:** When an ally adjacent to you makes a close combat attack, it deals +1 damage.

**brown PERPLEX:** Allies adjacent to you get +1 attack and +1 defense.

**black OUTWIT:** Enemies can't use attack powers against you.

**grey LEADERSHIP:** Allies 2 or fewer squares from you get +2 attack.

# HEROCLIX ALPHA – BASIC RULES

Roll 2 dice to see who goes first. Set up in starting areas.

## Turns

On your turn, make 2 actions (move and/or attack) with one of your characters per 100 points in your force. Then the other player takes 2 actions with a character per 100 points in their force.

If there are standard Heroclix symbols, abilities, or rules that don't make sense in Heroclix Alpha, they can be ignored.

## Move

Move up to your speed (with modifiers).

- You can move through allies, but can't draw lines of fire through them.
- If you begin your action in hindering terrain, you only have half your speed value (round up) for that action.
- You can't end a move in blocking terrain.
- If you are able, you can pick up another character or heavy object as part of a move action.

## Attack

To attack, roll 2 dice, add them together, and include any modifiers. If the final result is equal to or greater than the target's defense, the attack hits. The target clicks its health down a number of times equal to the final damage total. If it reaches KO, remove it from the game.

- You can't make a ranged attack if there is an enemy adjacent to you.
- You can make ranged attacks through hindering terrain (but not blocking terrain) but the target has +1 defense.
- If you roll double 6s on an attack roll, you have made a critical hit: you automatically succeed at the hit and cause +1 damage to each target.

