

HEROCLIX LEGACY RULES

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Also note that I have no connection to Wizkids. I decided to put this document together as a guide for fellow players. If you do not like anything in the document, feel free not to play it that way. Or simply scratch it out and write your own interpretation in.

Clarifications will be in red (in proud Wizkids tradition!).

For the most recent rules, new sets and other official announcements, make sure to check heroclix.com

Thanks and keep on Clixin!

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If you have a specific golden age element you'd like to see updated, send me an e-mail at jpangrazio36@gmail.com

General Object Rules

Ultra-Light

All characters can pick this object up. This object deals 1 damage and character has minimum range value 8 when used in a RANGE Object Action.

Ultra-Heavy

Characters of less than 100 points cannot pick this object up. This object cannot be placed or used in a RANGE Object Action. Modify damage +3 when used in a CLOSE Object Action. A character must deal 4 damage when targeting this object with a CLOSE/RANGE Destroy Action to KO it.

Special Objects

HeroClix Indoor Adventure Kit

BOOKCASE

Light

Modify attack value by +1 when used in an attack.

COMPUTER

Heavy

Modify attack value by +1 when used in an attack.

OFFICE DESK

Light

When a character holding this object is attacked, you may modify defense value by +2. If you do, the object is KO'd after resolutions.

SODA MACHINE

Heavy

Modify attack value by +1 when used in an attack.

HeroClix Outdoor Adventure Kit

CRATE

Light

A character may throw this object 10 squares.

DUMPSTER

Heavy

This object is not KO'd when used in an attack. After resolutions, place this object in any square adjacent to the target.

LIGHT POST

Heavy

A target with 0 or 1 action tokens hit by an attack using this object also receives an action token.

MAILBOX

Light

Increases the attacker's damage dealt by 1 when used in an attack.

Danger Room

BROKEN DRONE

Light

While a character is holding this object, you may choose to either (1) use this object normally in an attack, or (2) RANGE: Range of 4, make a range attack with one target. Deal one damage instead of normal damage.

GENERATOR

Heavy

This object is not KO'd when used in an attack. After resolutions, place this object in any square adjacent to the target.

Legion of Super Heroes Starter

COM DISH

Heavy

Modify attack value by +1 when used in an attack.

NEWSBOT

Light

When given a CLOSE Object Action to use this, it does not count towards your available actions.

Collateral Damage

#S001 TELEPORT PAD

Immobile

If a friendly character is adjacent to this object, it has "POWER: Improved Movement: Hindering, Elevated, Blocking, Characters. Move this character up to 6 squares."

#S002 KINETIC ABSORBER

Light

All clear and water terrain within 2 squares is hindering terrain for movement purposes.

#S003 SEPARATION FIELD GENERATOR

Immobile

A character that moves within 3 squares of this object must drop an object it is holding. Objects within 3 squares of this object cannot be picked up. Carried characters cannot be placed if the character using Carry ends its movement within 3 squares of this object.

#S004 LASER TURRET

Heavy

If no other friendly character has been given this action, a friendly character in this square has "FREE: make a range attack with 8 attack, 2 damage, 4 range and 1 target." This character cannot use any of its powers for this attack.

#S005 AERIAL BAFFLER

Light

Any character with the Wing or Wing-Transporter that is 3 or fewer squares from this object gains Earthbound/Neutralized.

#S006 FUEL TANK

Heavy

A character may throw this object up to 6 squares. If this object is used as part of a successful attack, also deal 1 damage to all figures adjacent to the target.

Sinister

#S001 STEPLADDER

Light

When this object occupies a square adjacent to a square of higher elevation, the squares are connected by a ladder.

#S002 STATUE

Light

This object can be used as part of a RANGE Destroy Action. When it is, it can destroy a piece of blocking terrain.

Supernova

#S001 METEORITE

Heavy

When this object is used in a successful close attack, roll one d6 and subtract 2 from the result, minimum result 1. Deal the result plus the attacker's unmodified damage instead of normal damage.

#S002 SATELLITE

Light

A character holding this object has "POWER: KO this object and place a debris token in this square and any two adjacent, unoccupied squares.

Avengers

#S001 FORCE FIELD GENERATOR

Immobile

Adjacent characters have "Barrier with the minimum range." If this object is KO'd, any barrier terrain markers placed by the use of this object are removed from the game.

#S002 DARK CAULDRON

Immobile

Characters within 4 squares can't be healed.

Justice League

#S001 TELEPHONE BOOTH

Light

If no other character has been given this action this turn, a character occupying this square has "FREE: deal this character 1 unavoidable damage."

#S002 STRUCTURAL INTEGRITY FIELD

Heavy

Printed blocking terrain and walls within 6 squares can't be destroyed.

Monsters & Mutations

#S001 TOMBSTONE

Heavy

A character holding this object modifies defense by +2. If an attack against a character holding this object misses, after resolutions KO this object.

#S002 SHIELD DISRUPTOR

Light

Damage dealt to characters within 4 squares can't be reduced.

#S100 ELEHA'AL VINE

Light

A character occupying the same square as this object has "POWER: Roll a d6 and subtract 4, minimum result 1. Heal the character a number of clicks equal to the result."

Crisis

#S001 TRAPPED DUMPSTER

Heavy

When this object is picked up, roll a d6. **1:** deal this character 1 damage after resolutions.

#S002 MASS-ABSORBER

Light

If a character using this object as part of a close attack is within 3 squares of blocking terrain, modify the character's damage value by +2 (instead of +1).

#S003 OPENED HYDRANT

Immobile

Clear grounded terrain within 3 squares is water terrain.

#S004 DYNAMOSTAT

Heavy

This object is considered to be blocking terrain until it is destroyed, but it may be picked up and moved normally.

#S100 KINETIC ACCELERATOR

Immobile

When a character occupying the same square as this object is given a MOVE: or POWER:, roll a d6 and replace the character's speed value with its speed value plus the result; on a result of 5 or 6, remove this object from the game after resolutions.

Hammer of Thor

#S101 MJOLNIR

Immobile // Cost: 0 // Relic: 6.

Quake, Energy Explosion, Flight. Modify attack and damage values by +2.

The Brave and the Bold

#S001 RED LANTERN

Light // Cost: 5

Characters within 4 squares that can use Battle Fury modify their damage value by +1.

#S002 ORANGE LANTERN

Light // Cost: 5

When a character uses Poison within 4 squares, that character considers all opposing characters within 2 squares and line of fire to be adjacent.

#S003 YELLOW LANTERN

Light // Cost: 5

Characters within 4 squares that can use Exploit Weakness or Penetrating/Psychic Blast modify their attack value by +1.

#S004 GREEN LANTERN

Light // Cost: 5

Characters within 4 squares of this object that can use Willpower modify their defense values by +3 when they are the target of an attack using Incapacitate or Mind Control.

#S005 BLUE LANTERN

Light // Cost: 5

Characters within 4 squares of this object that can use Barrier or Telekinesis modify their range values by +2. When using Telekinesis, replace all instances of "6" with "8".

#S006 INDIGO LANTERN

Light // Cost: 5

Characters within 4 squares of this object that can use Support or Regeneration heal 1 additional click when using those powers.

#S007 VIOLET LANTERN

Light // Cost: 5

Characters within 4 squares of this object that can use Mind Control modify their range value for that attack by +2. If that attack is successful, each hit character modifies its damage value by +1 until Mind Control is resolved.

#S008 BLACK LANTERN

Light // Cost: 0

During your turn, whenever an opposing character within 4 squares is KO'd, you may heal 1 click on a single friendly character within 4 squares of this object.

DC75th Anniversary

#S101 BUCKET OF WATER

Light // Cost: 0

The square this object occupies is considered water terrain.

#S102 WHITE LANTERN

Immobile // Cost: 5

Characters within 4 squares that can use Support or Regeneration cannot have those powers, or special powers that allow their use, chosen by Outwit.

Giant Size X-Men

#S101 CRIMSON GEM OF CYTTORAK

Immobile // Cost: 5 // Relic: 5-6.

Charge, Super Strength, Toughness. Modify damage value by +1.

Captain America

#S101 SCORPIO KEY

Immobile // Cost: 4 // Relic: 5-6.

Penetrating/Psychic Blast. Modify range value by +2.

Superman

#S101 GREEN KRYPTONITE

Light // Cost: 5

Characters within 4 squares modify their attack values by -1 and can't use Flight. Characters within 4 squares that have the Superman Ally team ability or the Kryptonian keyword can't have damage dealt to them reduced below 1.

#S102 RED KRYPTONITE

Light // Cost: 5

Characters within 4 squares must roll a d6 before they are given a costed action. **1-2:** the character is given an action token and can't be given any costed actions this turn, but can use Perplex until your next turn.

#S103 JEWEL KRYPTONITE

Light // Cost: 5

Characters within 4 squares can use Mind Control and Smoke Cloud. Characters using Mind Control in this way can only target characters of a lower cost. All characters within 4 squares using Mind Control and Smoke Cloud have a minimum range value of 6 when using those powers.

#S104 GOLD KRYPTONITE

Light // Cost: 10

Characters within 4 squares can't use Exploit Weakness, Penetrating/Psychic Blast, Pulse Wave, or Telekinesis. A character holding this object can't use any powers except Super Strength.

#S105 WHITE KRYPTONITE

Light // Cost: 10

Other squares of hindering terrain within 4 squares become clear terrain.

#S106 X-KRYPTONITE

Light // Cost: 5

Characters within 4 squares that are 75 points or less can use Flight for as long as they are within 4 squares.

Lord of the Rings

#S101 THE ONE RING

Immobile // Cost: 15 // Relic: 6 Owner: Frodo, Frodo and Sam, Gollum, Mr. Underhill, Ringbearer, Sauron Leadership, Probability Control and Stealth. At the end of each turn of the character assigned The One Ring, roll a d6 that can't be rerolled.

1: the character places The One Ring in its square and is dealt 1 unavoidable damage.

(Owners automatically roll a 6 when rolling to pick up The One Ring.)

Incredible Hulk

#S101 GAMMA BOMB

Immobile // Cost: 5

The Gamma Bomb can't be destroyed and begins on the green starting line. At the beginning of each player's turn, if it's not disarmed, click the dial once to the right. Once per game per character, a character occupying this square has "FREE: roll a d6. **4-5:** click the dial 4 clicks to the left (12 is the maximum). **6:** disarm it."

When the red line is crossed, deal 3 damage to each character and destroy each object, wall, and square of blocking terrain within 8 squares and then KO this object.

#S102 GLOBE OF ULTIMATE KNOWLEDGE

Immobile // Cost: 10 // Relic: 6.

Outwit.

Infinity Gauntlet

#S101 SOUL GEM

Immobile // Cost: 10 // Relic: 5-6

Steal Energy. When this character KO's an opposing character, heal this character 2 clicks.

#S102 POWER GEM

Immobile // Cost: 10 // Relic: 5-6.

Close Combat Expert, if this character's printed range value is 4 or less. Ranged Combat Expert, if this character's printed range value is 5 or more.

#S103 TIME GEM

Immobile // Cost: 10 // Relic: 5-6.

Incapacitate, Super Senses.

#S104 SPACE GEM

Immobile // Cost: 10 // Relic: 5-6.

Phasing/Teleport. Passenger: 1. Modify character's speed value by +2.

#S105 REALITY GEM

Immobile // Cost: 10 // Relic: 5-6.

Probability Control, but only during this character's turn.

#S106 MIND GEM

Immobile // Cost: 10 // Relic: 5-6.

Mind Control, Telekinesis.

Galactic Guardians

#S101 NOVA HELMET

Immobile // Cost: 6 // Relic: 5-6.

Charge, Flight. Nova Corps keyword.

#S102 COSMIC CUBE

Immobile // Cost: 12 // Relic: 4-6.

Perplex, Probability Control. Each time this character uses one of these powers, after resolutions, roll a d6 that can't be rerolled. **1-2:** place the Cosmic Cube in the square this character occupies.

Chaos War

#S101 IRON MAN BRIEFCASE ARMOR

Immobile // Cost: 12 // Relic: 5-6.

Force Blast, Invulnerability.

#S102 TANK TURRET

Ultra-Heavy // Cost: 2

When used in a close attack, modify the attacker's damage value by +3 instead of +2. This object can't be thrown. Characters less than 100 points can't pick up or hold this object. This object can't be the target of Telekinesis. This object can't be destroyed by an attack targeting it for 3 damage; it requires 4 or more.

Batman

#S100 MR. FREEZE'S GUN

Immobile // Cost: 5 // Relic: 5-6.

Barrier. When this character uses it, it may use Incapacitate as a close attack at no cost targeting all

opposing characters adjacent to a blocking terrain marker placed by this character.

#S101 SUIT OF SORROWS

Immobile // Cost: 5 // Relic: 4-6.

Battle Fury, Super Strength.

#S102 SONIC TRANSMITTER

Immobile // Cost: 7 // Relic: 4-6.

"POWER: Each friendly Flock of Bats may be given a MOVE: at no cost. When they are, halve their speed value."

The Hobbit

#S101 ORCRIST

Immobile // Cost: 5 // Relic: 5-6.

Exploit Weakness, but only to target characters with the Monster keyword.

#S102 STING

Immobile // Cost: 5 // Relic: 5-6.

Blades/Claws/Fangs. When it is given a CLOSE:, it may modify its attack value by +2. If it does and hits, it must roll for Blades/Claws/Fangs and the result is a maximum of 3.

No Man's Land

#S101 GAS PELLETS/SMOKE GRENADE

Immobile // Cost: 3 // Relic: 4-6

Smoke Cloud. When this character uses it, after resolutions it may be given a MOVE: at no cost with a speed value of 4.

#S102 BATARANGS

Immobile // Cost: 10 // Relic: 4-6.

Incapacitate, Sharpshooter, and has one additional target.

#S103 GRAPNEL GUN

Immobile // Cost: 4 // Relic: 4-6.

Improved Movement: Elevated, Passenger: 1.

#S104 FLASH GRENADE

Immobile // Cost: 5 // Relic: 4-6.

Throw a Grenade. Flashbang Grenades. Grenade Pool: +3

#S105 REBREATHER

Immobile // Cost: 6 // Relic: 4–6.

Willpower, but only if this character occupies water terrain. This character cannot be dealt damage from Poison.

#S106 HANDCUFFS

Immobile // Cost: 5 // Relic: 4–6.

Plasticity. Opposing characters adjacent to this character modify their attack values by -1.

#S107 BATMAN COWL

Immobile // Cost: 5 // Relic: 4–6.

This character has Batman Ally Team symbol. If character already has Batman Ally Team symbol and is adjacent to a wall or square of a higher elevated terrain, lines of fire drawn to it are blocked when it is not your turn.

Streets of Gotham

#S101 BAT SIGNAL

Heavy // Cost: 2

A character adjacent to this object has “POWER: choose a friendly character not within 8 squares of this object. Place that character adjacent to both this character and this object.”

#S102 RADAR MONITOR

Immobile // Cost: 10 // Relic: 5–6

Immobile: Wild card, but can choose opposing team abilities instead of friendly team abilities.

Amazing Spider-Man

#S101 EYE OF AGAMOTTO

Immobile // Cost: 12 // Relic: 5-6.

Probability Control, but only when this character attacks. Perplex, but only if this character has the Mystical keyword. Characters that are attacked by a character assigned the Eye of Agamotto can't use Shape Change and Super Senses.

#S102 DR. OCTOPUS ARMS

Immobile // Cost: 8 // Relic: 5-6.

Minimum range value of 4, has 3 targets, and can use Perplex twice during your turn, but only to target itself.

Teen Titans

#S101 ROBIN UNIFORM

Immobile // Cost: 5 // Relic: 4–6.

This character has Teen Titans team symbol. If this character already has Teen Titans team symbol, it can use the team ability as FREE:.

#S102 HARVEST STAFF

Immobile // Cost: 15 // Relic: 6

Incapacitate, Outwit. When you use Outwit, after resolutions, if this character targets the same opposing character with Incapacitate, modify this character's attack value by +1. // POWER: choose a power. All opposing characters within 5 squares can't use that power. // DOUBLE POWER: Choose a character within 10 squares and line of fire. Deal that character 1 unavoidable damage. Until your next turn, it cannot use any powers displayed on its dial.

#S103 WONDER GIRL LASSO

Immobile // Cost: 5 // Relic: 5-6.

Steal Energy, and can use it with range attacks.

Fear Itself

#S101 KUURTH'S HAMMER

Immobile // Cost: 8 // Relic: 5–6.

Improved Movement: Hindering, Destroy Blocking. Charge, Toughness. Modify attack value by +2.

#S102 MOKK'S HAMMER

Immobile // Cost: 8 // Relic: 5-6.

Plasticity. Running Shot with a minimum range of 4. Modify attack value by +2.

#S103 SKIRN'S HAMMER

Immobile // Cost: 8 // Relic: 5-6.

Improved Movement: Elevated, Characters. Charge, Toughness. Modify attack value by +2.

#S104 GREITHOTH'S HAMMER

Immobile // Cost: 8 // Relic 5-6.

This character has Giant damage symbol. Running Shot with a minimum range of 4. Modify attack value by +2.

#S105 NERKKOD'S HAMMER

Immobile // Cost: 8 // Relic 5-6.

This character has Dolphin symbol. Running Shot with a minimum range of 4. Modify attack value by +2.

#S106 NUL'S HAMMER

Immobile // Cost: 8 // Relic 5-6.

Willpower. Running Shot with a minimum range of 4. Modify attack value by +2.

#S107 ANGRIR'S HAMMER

Immobile // Cost: 8 // Relic: 5-6.

Charge, Regeneration, Steal Energy, and Toughness. Modify attack value by +2.

#S201 SKADI'S HAMMER

Immobile // Cost: 8 // Relic: 5-6.

Charge, Exploit Weakness, and Toughness. Modify attack value by +2.

#S301 URU FORGE

Immobile // Cost: 10 // Relic: 3-6.

If a character succeeds at the relic roll for this object, choose: Modify this character's speed or range value by +3 this game; Modify this character's attack, defense, or damage value by +1 this game; KO this relic and place a different relic of equal or less points in the same square.

2013 WizKids Exclusives

#D-S101 SHARK REPELLANT SPRAY

Immobile // Cost: 4 // Relic: 4-6

Modify defense value by +2 against attacks made by characters with Dolphin or Dolphin-Transporter symbol.

#D-S102 DISGUISE KIT

Immobile // Cost: 7 // Relic: 4-6

Shape Change, but only once per turn.

#D-S103 TRACER

Immobile // Cost: 6 // Relic: 4-6

CLOSE/RANGE: If you hit, instead of normal damage characters hit by this attack can only have lines of fire to them blocked by indoor blocking terrain.

#D-S104 BOLOS

Immobile // Cost: 5 // Relic: 4-6

Incapacitate with a maximum range of 4.

#D-S105 PLASTIQUE EXPLOSIVE

Immobile // Cost: 10 // Relic: 4-6

POWER: Place a Plastique special marker in a square adjacent to both this character and either a wall or blocking terrain, remove any other Plastique special markers this character has placed on the map. When this character is within 10 squares of the special marker, it has "POWER: remove the Plastique special marker and destroy all objects, walls, and blocking terrain within 3 squares of the Plastique special marker."

#D-S106 KRYPTONITE RING

Immobile // Cost: 3 // Relic: 4-6

When this character makes a close attack targeting an opposing character with the Superman Ally team ability or Kryptonian keyword, damage dealt is penetrating damage.

#D-S107 NIGHT VISION GOGGLES

Immobile // Cost: 3 // Relic: 4-6

Improved Targeting: Hinder

#D-S108 FIRST AID KIT

Immobile // Cost: 5 // Relic: 4-6

Support but subtracts 3 from the result instead of 2.

Fellowship of the Ring

#S101 MITHRIL VEST

Immobile // Cost: 8 // Relic: 5-6.

When this character is hit by a range attack, roll a d6. 5-6: Reduce damage taken to 0. Can reduce penetrating damage. Deal this character 1 unavoidable damage.

#S102 LOTHLORIEN CLOAK

Immobile // Cost: 10 // Relic: 4-6.

Super Senses, but only if it occupies hindering terrain.

Wolverine and the X-Men

#S101 M'KRAAN CRYSTAL SLIVER

Immobile // Cost: 8 // Relic: 4-6.

When this character would be KO'd, instead turn its dial to its last non-KO click, and then heal it of 2 damage, then KO this relic.

Batman Classic TV

#S001 THE BOOKCASE

Immobile // Cost: 6

This object can't be destroyed. Characters adjacent to this object can use Empower and Enhancement.

The Two Towers

#S101 MORGUL BLADE

Immobile // Cost: 6 // Relic: 4-6.

When this character makes a close attack, damage dealt can't be reduced to less than 1.

#S102 PALANTIR

Immobile // Cost: 15 // Relic: 3-6.

Mind Control. When it does, Improved Targeting: Blocking.

Invincible Iron Man

#S001 IMPACT BEAM

Immobile // Cost: 8 // Relic: 4-6.

Force Blast. When it is used, the target is knocked back equal to twice the d6 roll. Knock back damage dealt by this character is increased by 1 and is penetrating.

#S002 VORTEX BEAM

Immobile // Cost: 8 // Relic: 4-6.

Telekinesis, Flight.

#S003 WHITE LIGHT

Immobile // Cost: 8 // Relic: 4-6.

When this character hits a single opposing character with a range attack, until your next turn, modify the target's attack value by -2 and its damage value by -1.

#S004 FLAME BLAST

Immobile // Cost: 8 // Relic: 4-6.

Penetrating/Psychic Blast with a minimum range value of 4. Energy Explosion with a minimum range value of 4, but only if it targets a single character, and the damage is penetrating.

#S005 MENTO-INTENSIFIER

Immobile // Cost: 8 // Relic: 4-6.

Mind Control. It can use it as FREE, but only to target a single character that took damage from this character's attack this turn.

#S006 ICE BLAST

Immobile // Cost: 8 // Relic: 4-6.

Barrier, Incapacitate. When it uses Incapacitate and hits, it may use Barrier as FREE but may only place blocking terrain markers adjacent to the target.

#S007 MATTER REARRANGER

Immobile // Cost: 8 // Relic: 4-6.

If this character has no action tokens, it has "FREE: choose a square of blocking, hindering, water, or clear terrain within range and line of fire. Replace that square with one of the other three types listed."

#S008 BLACK LIGHT

Immobile // Cost: 8 // Relic: 4-6.

Smoke Cloud as FREE. Opposing characters that begin their turn in a square with one of these

terrain markers modify their speed and range values by -2. This character and adjacent friendly characters have "Stealth, but only if they occupy a square with a terrain marker placed by this power."

#S009 ELECTRO BLAST

Immobile // Cost: 8 // Relic: 4-6.

When making a range attack, modify damage and range values by +1 and has an additional target.

#S101 DISINTEGRATION BEAM

Immobile // Cost: 8 // Relic: 4-6.

When this character hits an opposing character with a relic or resource assigned to it, or holding an object, and the attack roll is 10 or more, remove that relic, resource or object from the game. When this character hits an opposing character that is 150 points or less, until your next turn, any time the hit character can use Impervious, Invincible, or Invulnerability, it uses Toughness instead.

Superman and the Legion of Super-Heroes

#S101 LEGION OF SUPER HEROES FLIGHT RING

Immobile // Cost: 5 // Relic: 3-6.

Your force may include up to 3 of this relic regardless of its type. While this relic is assigned to a character, it can't roll to be assigned any other relic. This character has the Legion of Super Heroes keyword, "Wing symbol", and may carry friendly characters regardless of their speed symbol. Defend, Toughness.

#S102 MOTHER BOX

Immobile // Cost: 8 // Relic: 5-6.

Characters with the New Gods keyword modify their relic rolls for this object by +2. When this character is given a second action token, after resolutions, choose a power that was not chosen last time: Perplex, Phasing/Teleport, Probability Control, Pulse Wave, or Regeneration and this character can use the chosen power until a new power is chosen.

Avengers vs. X-Men

#S101 FRAGMENT - CYCLOPS

Immobile // Cost: 10 // Relic: 5-6.

Poison, Ranged Combat Expert, Flight.

#S102 FRAGMENT - NAMOR

Immobile // Cost: 10 // Relic: 5-6.

Poison, Flight. Avengers, Defenders, and X-Men team abilities.

#S103 FRAGMENT - COLOSSUS

Immobile // Cost: 10 // Relic: 5-6.

Poison, Invulnerability, Flight.

#S104 FRAGMENT – EMMA FROST

Immobile // Cost: 10 // Relic: 5-6.

Poison, Telekinesis, Flight.

#S105 FRAGMENT - MAGIK

Immobile // Cost: 10 // Relic: 5-6.

Poison, Flight. Mystics team ability.

Deadpool

#S101 OMEGA DRIVE

Immobile // Cost: 3 // Relic: 3-6.

When this character uses Outwit, it may target any character within its range regardless of line of fire, and may choose any powers with Protected: Outwit.

#S102 STRAIGHTJACKET

Immobile // Cost: 3 // Relic: 1-6.

This character can't make ranged attacks and deals no damage when making a close attack. When this character hits with an attack, assign this relic to the hit character.

War of Light

#S300 GREEN LANTERN RING

Immobile // Cost: 8 // Relic: 5-6.

WILL: If this character already has the Green Lantern Corps keyword, modify all of its combat values except damage by +1. Otherwise, this character has the Green Lantern Corps keyword, Willpower, and when an opposing character targets it with Outwit or Perplex, roll a D6. **4-6:** ignore that effect.

#S301 WHITE LANTERN RING

Immobile // Cost: 6 // Relic: 5-6.

LIFE: If this character already has the White Lantern Corps keyword, modify all of its combat values except damage by +1. Otherwise, this character has the White Lantern Corps keyword and once per game, when this character would be KO'd, instead turn it to its non-KO click and it can use Regeneration during your next turn.

#S302 RED LANTERN RING

Immobile // Cost: 8 // Relic: 5-6.

RAGE: If this character already has the Red Lantern Corps keyword, modify all of its combat values except damage by +1. Otherwise, this character has the Red Lantern Corps keyword, Poison and deals penetrating damage when using it.

#S303 ORANGE LANTERN RING

Immobile // Cost: 6 // Relic: 5-6.

GREED: If this character already has the Orange Lantern Corps keyword, modify all of its combat values except damage by +1. Otherwise, this character has the Orange Lantern Corps keyword, Barrier, and Plasticity.

#S304 INDIGO TRIBE RING

Immobile // Cost: 4 // Relic: 5-6.

COMPASSION: If this character already has the Indigo Tribe keyword, modify all of its combat values except damage by +1. Otherwise, this character has the Indigo Tribe keyword, Support, and when a non-adjacent friendly character within 6 squares takes 3 or more damage, after resolutions, if that character hasn't been healed this turn, you may place this character adjacent to that character and heal that character of 1 damage.

#S305 SINESTRO CORPS RING

Immobile // Cost: 4 // Relic: 5-6.

FEAR: If this character already has the Sinestro Corps keyword, modify all of its combat values except damage by +1. Otherwise, this character has the Orange Lantern Corps keyword, Perplex but only to decrease combat values.

#S306 STAR SAPPHIRE RING

Immobile // Cost: 8 // Relic: 5-6.

LOVE: If this character already has the Star Sapphires keyword, modify all of its combat values except damage by +1. Otherwise, this character has the Orange Lantern Corps keyword, Mystics team ability, and Shape Change.

#S307 BLUE LANTERN RING

Immobile // Cost: 4 // Relic: 5-6.

HOPE: If this character already has the Blue Lantern Corps keyword, modify all of its combat values except damage by +1. Otherwise, this character has the Orange Lantern Corps keyword, Perplex, but only to increase combat values.

#S308 BLACK LANTERN RING

Immobile // Cost: 6 // Relic: 5-6.

HOPE: If this character already has the Black Lantern Corps keyword, modify all of its combat values except damage by +1. Otherwise, this character has the Orange Lantern Corps keyword, Steal Energy, and when an opposing character is KO'd, heal this character of 1 damage.

Guardians of the Galaxy

#S101 TERRIGEN CRYSTAL

Immobile // Cost: 5 // Relic: 4-6.

Characters with the Inhumans keyword increase the relic roll for this object by 1.

FREE: roll a d6 that can't be rerolled. Modify the following combat value by +2 until your next turn.

- 1:** Range
- 2:** Speed
- 3:** Attack
- 4:** Defense
- 5:** Damage
- 6:** Your Choice

#S102 COSMIC CONTROL ROD

Immobile // Cost: 8 // Relic: 5-6.

Power Cosmic team ability. If this character can already use the Power Cosmic team ability, instead modify their combat values except by +1.

Yu-Gi-Oh! Heroclix: Battle of the Millennium

#S100 MILLENIUM PUZZLE

Immobile // Cost: 10 // Relic: 4-6.

Barrier. When this character uses Barrier, it may place up to 8 squares of blocking terrain. When this character takes damage from an attack, after resolutions deal the attacker 1 unavoidable damage.

#S101 MILLENIUM EYE

Immobile // Cost: 10 // Relic: 4-6.

Outwit. When this character uses it, it may target any character within range and line of fire of any friendly character.

#S102 MILLENIUM RING

Immobile // Cost: 10 // Relic: 4-6.

Improved Targeting: Elevated, Hinderer, Characters, May make a range attack against any opposing

character within range and line of fire, even if that character is in an adjacent square.

#S103 MILLENIUM SCALE

Immobile // Cost: 10 // Relic: 4-6.

POWER: choose another character within range and line of fire, choose a standard attack power and roll 2d6. **7+:** that character can use that power and modifies its attack value by +1 until your next turn. **2-6:** that character can't use powers in its attack slot and modifies its attack value by -1 until your next turn.

#S104 MILLENIUM KEY

Immobile // Cost: 10 // Relic: 4-6.

Perplex, but only to target friendly characters. When this character uses it, after resolutions that friendly character can use Perplex but only to target an opposing character and may only modify the same combat value.

#S105 MILLENIUM ROD

Immobile // Cost: 10 // Relic: 4-6.

Mind Control, Telekinesis, but only with a single target. When this character uses either, a hit target is given an action token after resolutions.

#S106 MILLENIUM NECKLACE

Immobile // Cost: 10 // Relic: 4-6.

Probability Control. Once per turn, if the result of this reroll is a critical hit or critical miss, you may reroll again.

Flash

#S101 COSMIC TREADMILL

Cost: 8

a character occupying this square has "POWER: roll 2d6 that can't be rerolled. Add this character's printed speed value to that roll and if the result is 20 or higher, remove an action token from each character on your force and this character can use Probability Control this turn."

Justice League: Trinity War

#S101 ENVY

Immobile // Cost: 8 // Relic: 5-6.

Sidestep, Energy Shield/Deflection. When making an attack, you may replace this character's attack value with one of its target's attack values.

#S102 SLOTH

Immobile // Cost: 8 // Relic: 5-6.

Sidestep. Modify defense value by +1. At the end of your turn, if this character wasn't given any actions this turn, heal it 1 click.

#S103 PRIDE

Immobile // Cost: 8 // Relic: 5-6.

Sidestep, Energy Shield/Deflection. This character's attack rolls of 11 are also critical hits.

#S104 GREED

Immobile // Cost: 8 // Relic: 5-6.

Sidestep, Energy Shield/Deflection. Perplex with a range of 10, but only to target opposing characters assigned a relic or resource.

#S105 LUST

Immobile // Cost: 8 // Relic: 5-6.

Sidestep, Combat Reflexes, Plasticity.

#S106 WRATH

Immobile // Cost: 8 // Relic: 5-6.

Sidestep, Combat Reflexes, Willpower. Adjacent opposing character's can't use Shape Change.

#S107 GLUTTONY

Immobile // Cost: 8 // Relic: 5-6.

Sidestep, Combat Reflexes. // FREE: Destroy an adjacent wall or square of blocking terrain.

Avengers Assemble

#S100 PYM PARTICLES

EQUIP: Friendly // UNEQUIP: KO // Cost: 2

Ultra-Light Object

At the beginning of the game, choose either "tiny damage symbol" or "giant damage symbol". This object can't be targeted by an attack.

Effect: Character has the chosen symbol this game but is still considered a standard character for equipping purposes.

Nick Fury, Agent of S.H.I.E.L.D

#A001 TORSO (Hulkbuster)

EQUIP: Friendly // UNEQUIP: KO // Cost: 10

INDESTRUCTIBLE

Effect: Invulnerability.

#A002 RIGHT LEG (Hulkbuster)

EQUIP: Friendly // UNEQUIP: KO // Cost: 10

INDESTRUCTIBLE

Effect: Toughness, Flight.

#A003 LEFT LEG (Hulkbuster)

EQUIP: Friendly // UNEQUIP: KO // Cost: 10

INDESTRUCTIBLE

Effect: KNOCKBACK. Toughness.

#A004 RIGHT ARM (Hulkbuster)

EQUIP: Friendly // UNEQUIP: KO // Cost: 10

INDESTRUCTIBLE

Effect: Energy Explosion, Minimum Range 6.

#A005 LEFT ARM (Hulkbuster)

EQUIP: Friendly // UNEQUIP: KO // Cost: 10

INDESTRUCTIBLE

Effect: Exploit Weakness.

Superman/Wonder Woman

#S100 THE HELMET OF FATE

EQUIP: Friendly // UNEQUIP: KO // Cost: 7

Light Object // INDESTRUCTIBLE

Effect: Incapacitate, Mind Control, and Penetrating/Psychic Blast. When this character uses any of these powers and hits one or more characters, after resolutions place a host token on this card, roll a d6, and subtract the number of Host tokens on this card. If the result is 1 or less, place this in the square of a hit target and remove all Host tokens from this card.

Fast Forces: World's Finest

#S100 WEAPON DROP

EQUIP: Friendly // UNEQUIP: KO // Cost: 8

Heavy Object // INDESTRUCTIBLE

At the beginning of the game, roll a d6 that can't be rerolled and turn this dial to that click number.

Effect: FREE: choose one of the displayed powers.

The equipped character can use the chosen power until your next turn. At the beginning of your turn, roll a d6 that can't be rerolled and turn this dial to that click number.

Teenage Mutant Ninja Turtles

#S101 MUTAGEN OOZE

*EQUIP: Friendly // UNEQUIP: KO // Cost: 10
Light Object // INDESTRUCTIBLE*

At the beginning of the game, roll a d6 that can't be rerolled and turn this dial to that click number.

Effect: Character has the Animal keyword.

Once per game, when an opposing character hits the equipped character with a close attack, after resolutions, you may choose a standard power the attacking character can use. The equipped character can use that power as long as this is equipped.

Wizkids Marvel 2016 Exclusives

#MP16-S101 SMOKE BOMB

*EQUIP: Friendly // UNEQUIP: KO // Cost: 1
Light Object // INDESTRUCTIBLE*

PUNISHER WEAPON: Can only be added to your starting force if the WK #MP16-004 Punisher Van or a character named Punisher is included in your force.

SINGLE-USE (When the equipped character activates a game effect granted by this equipment, after resolutions, KO this equipped item.)

Effect: Smoke Cloud. When it does, the Smoke markers remain until your next turn, even if this EFFECT is lost.

#MP16-S102 FRAG GRENADE

*EQUIP: Friendly // UNEQUIP: KO // Cost: 2
Light Object // INDESTRUCTIBLE*

PUNISHER WEAPON: Can only be added to your starting force if the WK #MP16-004 Punisher Van or a character named Punisher is included in your force.

SINGLE-USE (When the equipped character activates a game effect granted by this equipment, after resolutions, KO this equipped item.)

Effect: Energy Explosion with 5 range and one target. Targets besides the original target are dealt a maximum of 1 damage.

#MP16-S103 FLASH BOMB

*EQUIP: Friendly // UNEQUIP: KO // Cost: 3
Light Object // INDESTRUCTIBLE*

PUNISHER WEAPON: Can only be added to your starting force if the WK #MP16-004 Punisher Van or a character named Punisher is included in your force.

SINGLE-USE (When the equipped character activates a game effect granted by this equipment, after resolutions, KO this equipped item.)

Effect: Incapacitate with 5 range and one target. When it does and hits, give each character adjacent to the target an action token.

#MP16-S104 MOLOTOV COCKTAIL

*EQUIP: Friendly // UNEQUIP: KO // Cost: 3
Light Object // INDESTRUCTIBLE*

PUNISHER WEAPON: Can only be added to your starting force if the WK #MP16-004 Punisher Van or a character named Punisher is included in your force.

SINGLE-USE (When the equipped character activates a game effect granted by this equipment, after resolutions, KO this equipped item.)

Effect: Energy Explosion with 5 range and one target. Targets besides the original target are dealt a maximum of 1 damage. When it does, after resolutions, you may attach a Fire marker to the hit target, removing it from anywhere else. The Fire marker remains even if this power is lost. At the beginning of a character's turn that has the Fire marker, deal that character damage equal to the number of action tokens on them or remove the Fire marker if it has no action tokens.

#MP16-S105 HANDGUN

*EQUIP: Friendly // UNEQUIP: KO // Cost: 1
Light Object // INDESTRUCTIBLE*

PUNISHER WEAPON: Can only be added to your starting force if the WK #MP16-004 Punisher Van or a character named Punisher is included in your force.

SINGLE-USE (When the equipped character activates a game effect granted by this equipment, after resolutions, KO this equipped item.)

Effect: RANGE: Make a range attack with 6 range and one target. If it hits, deal 2 damage instead of normal damage.

#MP16-S106 SEMI-AUTOMATIC

EQUIP: Friendly // UNEQUIP: KO // Cost: 2

Light Object // INDESTRUCTIBLE

PUNISHER WEAPON: Can only be added to your starting force if the WK #MP16-004 Punisher Van or a character named Punisher is included in your force.

SINGLE-USE (When the equipped character activates a game effect granted by this equipment, after resolutions, KO this equipped item.)

Effect: RANGE: Make a range attack with 6 range and two targets. If it hits, deal 3 damage instead of normal damage; this damage must be split between targeted characters. Targeted characters must be adjacent to another targeted character.

#MP16-S107 FIRST AID KIT

EQUIP: Friendly // UNEQUIP: KO // Cost: 3

Light Object // INDESTRUCTIBLE

PUNISHER WEAPON: Can only be added to your starting force if the WK #MP16-004 Punisher Van or a character named Punisher is included in your force.

SINGLE-USE (When the equipped character activates a game effect granted by this equipment, after resolutions, KO this equipped item.)

Effect: Regeneration, Support.

#MP16-S108 SNIPER RIFLE

EQUIP: Friendly // UNEQUIP: KO // Cost: 4

Light Object // INDESTRUCTIBLE

PUNISHER WEAPON: Can only be added to your starting force if the WK #MP16-004 Punisher Van or a character named Punisher is included in your force.

SINGLE-USE (When the equipped character activates a game effect granted by this equipment, after resolutions, KO this equipped item.)

Effect: RANGE: Precision Strike. Make a range attack with 10 range and one target. If it hits, deal 2 damage instead of normal damage.

#MP16-S109 FLAMETHROWER

EQUIP: Friendly // UNEQUIP: KO // Cost: 5

Heavy Object // INDESTRUCTIBLE

PUNISHER WEAPON: Can only be added to your

starting force if the WK #MP16-004 Punisher Van or a character named Punisher is included in your force.

SINGLE-USE (When the equipped character activates a game effect granted by this equipment, after resolutions, KO this equipped item.)

Effect: RANGE: Make a range attack with 4 range and three targets. Targeted characters must each be adjacent to another targeted character. If it hits, deal 3 damage instead of normal damage; this damage must be split between targeted characters. When it does, after resolutions, you may attach a Fire marker to each hit target, removing it from anywhere else. The Fire markers remain even if this power is lost. At the beginning of a character's turn that has the Fire marker, deal that character damage equal to the number of action tokens on them or remove the Fire marker if it has no action tokens.

#MP16-S110 SNIPER RIFLE

EQUIP: Friendly // UNEQUIP: KO // Cost: 7

Heavy Object // INDESTRUCTIBLE

PUNISHER WEAPON: Can only be added to your starting force if the WK #MP16-004 Punisher Van or a character named Punisher is included in your force.

SINGLE-USE (When the equipped character activates a game effect granted by this equipment, after resolutions, KO this equipped item.)

Effect: RANGE: Make a range attack with 8 range and one target. If it hits, deal 4 damage instead of normal damage. After resolutions, deal 3 damage to each character adjacent to the hit target.

#MP16-S111 GATLING GUN

EQUIP: Friendly // UNEQUIP: KO // Cost: 6

Heavy Object // INDESTRUCTIBLE

PUNISHER WEAPON: Can only be added to your starting force if the WK #MP16-004 Punisher Van or a character named Punisher is included in your force.

SINGLE-USE (When the equipped character activates a game effect granted by this equipment, after resolutions, KO this equipped item.)

Effect: RANGE: Make a range attack with 8 range and one target. If it hits, deal 3 damage instead of normal damage. After resolutions, you may immediately make another range attack targeting another character within

range and line of fire that is adjacent to the last targeted character but was not already targeted this action at no cost. If it hits, deal 3 damage instead of normal damage.

#MP16-S112 BFG

*EQUIP: Friendly // UNEQUIP: KO // Cost: 7
Heavy Object // INDESTRUCTIBLE*

PUNISHER WEAPON: Can only be added to your starting force if the WK #MP16-004 Punisher Van or a character named Punisher is included in your force.

SINGLE-USE (When the equipped character activates a game effect granted by this equipment, after resolutions, KO this equipped item.)

Effect: RANGE: Make a range attack with 8 range and one target. If it hits, deal 3 damage instead of normal damage. Damage from this attack is penetrating.

#MP16-S113 SURVEILLANCE DEVICE

*EQUIP: Friendly // UNEQUIP: KO // Cost: 4
Light Object // INDESTRUCTIBLE*

PUNISHER WEAPON: Can only be added to your starting force if the WK #MP16-004 Punisher Van or a character named Punisher is included in your force.

SINGLE-USE (When the equipped character activates a game effect granted by this equipment, after resolutions, KO this equipped item.)

Effect: Character and adjacent friendly characters can use Improved Targeting: Ignores Elevated Terrain, Ignores Hindering Terrain when attacking opposing characters within 6 squares.

#MP16-S114 RIOT SHIELD

*EQUIP: Friendly // UNEQUIP: KO // Cost: 4
Light Object // INDESTRUCTIBLE*

PUNISHER WEAPON: Can only be added to your starting force if the WK #MP16-004 Punisher Van or a character named Punisher is included in your force.

SINGLE-USE (When the equipped character activates a game effect granted by this equipment, after resolutions, KO this equipped item.)

Effect: Energy Shield/Deflection, Toughness. If equipped character is dealt 3 or more damage by an opponent's attack, KO this object.

Superior Foes of Spider-Man

#S101 SYMBIOTE

*EQUIP: Friendly // UNEQUIP: KO // Cost: 6
Immobile // INDESTRUCTIBLE*

Effect: Plasticity, Shape Change, and automatically breaks away. // FREE: roll a d6 that can't be rerolled.

5-6: Modify this character's combat values by +1 until your next turn.

1: Place this object in an adjacent square and the last equipped character can't be equipped by it again this game.

#S102 WEB SHOOTER

*EQUIP: Friendly // UNEQUIP: KO // Cost: 4
Light Object // INDESTRUCTIBLE*

Effect: Leap/Climb. // RANGE: Make a range attack with a range of 4. If it hits, instead of normal damage after actions resolve you may attach a Web marker to the target, removing it from anywhere else. The character with the Web marker can't move without breaking away and can't automatically break away. Other characters don't have to break away from that character. When that character successfully breaks away, remove the Web marker.

Joker's Wild

#S101 THE JOKER'S GAS CANISTER

Light Object // Cost: 3

When this object is KO'd as part of an object attack, you may attach the Joker Gas marker to the hit target. While the Joker Gas marker is attached, that character can use Battle Fury and modifies its attack and damage values +1 and defense value -2. At the beginning of each of that character's turns, roll a d6. **5-6:** remove the Joker Gas marker.

Resources

Infinity Gauntlet

#R101 The Infinity Gauntlet

Resource Information

Cost: Infinity Gauntlet costs 10 points, plus 5 points for each Gem attached to it. At least one Gem must be attached to the gauntlet to add it to your force. You can't attach more than one of the same type of Gem. (15-40)

Assign: Infinity Gauntlet is assigned to a character when you reveal your force and only that character can use its effects. When assigned character is KO'd, opponent scores the Infinity Gauntlet.

Setup: Infinity Gauntlet dial begins on the green line, but does not have a KO click; the dial may rotate past the starting line. You can't add special objects to your force if Infinity Gauntlet is part of it.

Turning the Dial: At the end of your turn, if assigned character was given a costed action this turn, choose one: 1) deal assigned character 1 unavoidable damage; or 2) roll a d6 that can't be rerolled and turn the Infinity Gauntlet dial to the right that many times; or 3) if Infinity Gauntlet dial has a special power visible, you may choose to do nothing.

Using Effects: When a Gem, a standard power or a special power is revealed on the dial, assigned character can use the effects associated with that if they can't already. You may only use the Gem effects if that Gem is attached.

Soul Gem: Steal Energy. When character KO's an opposing character, heal character 2 clicks.

Power Gem: Close Combat Expert if character's printed range value is 4 or less. Ranged Combat Expert if character's printed range value is 5.

Time Gem: Incapacitate, Super Senses.

Space Gem: Phasing/Teleport, Passenger: 1. Modify speed value by +2.

Reality Gem: Probability Control, but only during character's turn.

Mind Gem: Mind Control, Telekinesis.

The Gauntlet Complete: If all six Gems are attached, character has "Willpower, PROTECTED: Outwit."

Beyond Mortal Limits: At the beginning of your turn,

choose an attached gem that you did not choose during your last turn. Character can use the effects of that gem until the beginning of your next turn as long as this power is showing.

Apotheosis Approaching: Modify character's combat values by +1. At the beginning of your turn, choose a standard power character can't already use. Character can use that power until your next turn.

Ultimate Godhood Attained: Modify character's combat values by +2 and character can use the effects of every attached gem. At the beginning of your turn, choose a standard power character can't already use. Character can use that power until your next turn.

Attachable Items

- Infinity Gauntlet #S101 Soul Gem
- Infinity Gauntlet #S102 Power Gem
- Infinity Gauntlet #S103 Time Gem
- Infinity Gauntlet #S104 Space Gem
- Infinity Gauntlet #S105 Reality Gem
- Infinity Gauntlet #S106 Mind Gem

No Man's Land

#007b The Penguin

Resource Information

Cost: 10

The Penguin Always Takes His Cut: The Penguin is a resource assigned to your force and is not placed on the map. At the beginning of your turn, you may choose a friendly character. That character can use the power indicated on the dial's current click and modifies its combat values as per the current click. At the end of your turn, if the chosen character was given a costed action this turn, roll a d6.

1: Remove The Penguin from the game and heal the chosen character 1 click.

2-5: Turn The Penguin's dial to the right once. If The Penguin is KO'd it is removed from the game.

6: Turn The Penguin to any click on the resource dial.

#R100 Utility Belt

Cost: Utility Belt costs 7 points, plus 1 point if the Costume slot is active, plus 1 point for each Utility Belt Item slot that will be active this game (other slots are inactive). At least one Utility Belt Item slot must be active. (8-14)

Assign: Utility Belt is assigned to a character when you build your force and only that character can use its

effects. When the assigned character is KO'd, opponent scores Utility Belt.

Setup: Utility Belt begins the game on the green line. After forces are revealed, attach up to one Utility Belt Costume if the Costume slot is active and as many Utility Belt Items as there are active slots (no more than three of any specific Utility Belt Item). The Utility Belt has no KO click and may rotate past the starting line.

Turning the Dial: At the end of your turn, if the assigned character was given a costed action or made an attack, roll a d6 that can't be rerolled and turn the Utility Belt to the right that many times. If a special power is revealed while turning the dial, immediately stop turning the dial.

Using Effects: All Costumes and Items grant the character powers and abilities that can be used as directed by their Resource Cards. Once a Utility Belt Item has been used, it is removed from the Utility Belt.

Battle Plan: If three or more Utility Belt Items are attached, assigned character can use Indomitable. If five or more Utility Belt Items are attached, you may give the assigned character a FREE and select an opposing character within 10 squares and line of fire; that opposing character can't use team abilities until the beginning of your next turn.

Prep Time: Give the assigned character a DOUBLE POWER and turn the Utility Belt to any click that does not have a special power. Do not otherwise turn the dial at the end of your turn.

Shared Resources: POWER: Remove a Utility Belt Item from the Utility Belt and place it in an adjacent square. Flip that item's Resource Card; that item is now a Relic assigned to your force.

Hidden Cache: At the beginning of your turn, you may activate an inactive slot. In addition, you may replace or attach any one Utility Belt Item or Costume to the Utility Belt. At the end of your turn, roll a d6 to turn the dial as described above even if the character does not take a costed action.

Quick Swap: POWER: replace any number of attached Utility Belt Items with different Utility Belt Items.

Belt Symbol: When a number is revealed, if a Utility Belt Item in that slot is used this turn, it is not removed

from the Utility Belt.

Parachute: When a number is revealed, if that slot is active but empty, at the beginning of your turn, you may attach any Utility Belt Item to this slot.

x2: When numbers are revealed, if the character uses a Utility Belt Item in one of the indicated slots, it may use an Item in the other slot as FREE as long as the two items are not the same. Alternatively, a power and a modifier may be revealed; the character can use the power showing and modifies all of its combat values by the amount displayed.

Attachable Items (Utility Belt Items)

Batman #R102 SONIC TRANSMITTER: DOUBLE POWER: each friendly Flock of Bats may be given a MOVE and CLOSE at no cost.

No Man's Land #R101 GAS PELLETS/SMOKE GRENADE: POWER: Smoke Cloud as FREE until your next turn. When the hindering terrain markers are removed, deal 1 penetrating damage to each opposing character occupying or adjacent to any of the removed hindering terrain markers.

No Man's Land #R102 BATARANGS: Incapacitate as RANGE to target all opposing characters within 6 squares and line of fire using Improved Targeting: Characters. You may give this character an additional action token and if you do, hit characters are given an additional action token.

No Man's Land #R103 GRAPNEL GUN: MOVE: Passenger: 1. If the square the character ends its movement in is of a higher elevation than the square it began the movement, after resolutions, it may be given a CLOSE at no cost.

No Man's Land #R104 FLASH GRENADE: POWER: use Throw a Grenade using Flashbang Grenades at no cost. This turn, this character has Grenade Pool: +1. In addition to the normal effects, characters hit by this attack can't draw a line of fire until they have no action tokens.

No Man's Land #R105 REBREATHER: If this character occupies water terrain, this character has "POWER: Until the end of the turn character has Dolphin-Transporter and can use Move and Attack as FREE but does not modify its attack value by -2.

No Man's Land #R106 HANDCUFFS: CLOSE: If this attack hits, instead of normal damage the target may be given POWER to roll a d6 but can't be given any other actions until it rolls a 4-6.

Streets of Gotham #R102 RADAR MONITOR: POWER: choose an opposing team ability (even if it is Uncopyable). This character has the chosen team ability for the rest of the game.

2013 WizKids Exclusives #D-R101 SHARK REPELLANT SPRAY: Force Blast as POWER. Knock back generated by this ignores game effects that prevent the character from being knocked back if the knocked back character has the Animal keyword or can use Swim.

2013 WizKids Exclusives #D-R102 DISGUISE KIT: POWER: roll a d6. **1-3**: this item is not removed from the Utility Belt. **4-6**: Improved Movement: Characters and can't be targeted by an opponent's attack until after your next turn.

2013 WizKids Exclusives #D-R103 TRACER: POWER: choose a square within 8 squares and line of fire, occupied by an opposing character. Until your next turn, lines of fire drawn to that character are only blocked by indoor blocking terrain; friendly characters modify their attack value by +1 when targeting the chosen character.

2013 WizKids Exclusives #D-R104 BOLOS: Incapacitate as RANGE with a maximum range of 4. When you do, all opposing characters adjacent to the target are also given an action token.

2013 WizKids Exclusives #D-R105 PLASTIQUE EXPLOSIVE: POWER: place up to 3 Plastique special markers within 4 squares, line of fire, and adjacent to a wall or a square of printed blocking terrain. At the beginning of your next turn, the Plastique special markers are removed and all other characters within 4 squares are dealt 3 damage. Any walls or squares of printed blocking terrain adjacent to each Plastique special markers is destroyed.

2013 WizKids Exclusives #D-R106 KRYPTONITE RING: CLOSE/RANGE: If the target character has the Superman Ally team ability or Kryptonian keyword, modify that character's defense value by -2 for that attack and damage dealt is penetrating.

2013 WizKids Exclusives #D-R107 NIGHT VISION GOGGLES: FREE: until your next turn, this character can use Improved Targeting: Hindering and if the line of fire crosses hindering terrain, modify this character's attack value by +2.

2013 WizKids Exclusives #D-R108 FIRST AID KIT: POWER: choose this character or an adjacent friendly character. Roll a d6 and heal the chosen character a number of clicks equal to half the result.

Attachable Items (Costume)

Batman #R101 SUIT OF SORROWS: Battle Fury, Super Strength.

No Man's Land #R107 BATMAN COWL: Batman Ally team ability. If the character already has Batman Ally team ability is adjacent to a wall or square of a higher elevated terrain, lines of fire drawn to it are blocked when it is not your turn.

Teen Titans #R101 ROBIN UNIFORM: This character has Teen Titans team ability. If this character already has Teen Titans team ability, it can use the team ability as FREE.

#R200 The Batcave Resource Information

Force Construction: The Batcave costs 85 points and is assigned to a character when you build your force. This character can be assigned the Utility Belt resource with a Utility Belt Costume and up to 6 Utility Belt Items at no cost. The Batcave can be assigned to additional characters for 10 points each. The Batcave adds Batcave Computer to your force. The Batcave can be played with a cost of 100 points; if you do, The Batcave adds Batcave Computer and Alfred Pennyworth to your force. The Batcave can't be assigned to either of these characters.

Setup: The Batcave is placed in your starting area and can't be moved or placed by any game effect. All squares occupied by The Batcave are considered to be clear terrain.

Game Play: Batcave Computer and Alfred Pennyworth are each considered to occupy all of the squares occupied by The Batcave. Each can be given actions during your turn; they are separate characters. Each character can attack or be attacked from any square occupied by The Batcave. Victory Points for The Batcave (all points added to your force as per Force Construction) are scored only after Batcave Computer

and Alfred Pennyworth (if he is on your force) are defeated. When The Batcave Computer is defeated, remove the resource from the game.

Offense/Defense Dials: These dials display powers and abilities using standard combat symbols and colors, team ability icons, and special powers. At the beginning of your turn, roll a d6 that can't be rerolled and click both the Offense Dial and Defense Dial that many times to the right. All characters assigned The Batcave can use the powers and abilities indicated by the Offense Dial. Opposing characters can't use powers or abilities indicated by the Defense Dial if they would target a character assigned to The Batcave or are targeted by a character assigned to The Batcave. The Defense Dial may also indicate a special power that modifies an opposing character's combat values if they would target an opposing character assigned to The Batcave.

Ready For Battle: Characters assigned to The Batcave modify their attack values by +1.

Bracing For The Attack: Characters assigned to The Batcave modify their defense values by +1.

Working In Sync: Characters assigned to The Batcave modify all of their combat values by +1.

Finding Your Weakness: Opposing characters modify defense value by -1 until their next turn if any target is assigned to The Batcave.

I Was Ready For That: Opposing characters modify attack value -1 until their next turn if any target is assigned to The Batcave.

I Have A File On You: Opposing characters modify damage value -1 until their next turn if any target is assigned to The Batcave.

BATCAVE COMPUTER *Batman Ally/Hypertime*

Security Defense System: Batcave Computer can't be targeted by opposing characters more than 4 squares away. Batcave Computer's combat values can't be modified or replaced. When other friendly characters are on the map, Batcave Computer may only attack adjacent characters and characters that have attacked it since its last turn. When all other friendly characters have been defeated, Batcave Computer may target opposing characters regardless of range or line of fire. Batcave Computer can't be healed.

Controlled Explosion: Pulse Wave. When the Batcave Computer uses it, friendly characters named "Alfred Pennyworth" are not affected by this use of Pulse Wave.

ALFRED PENNYWORTH *Batman Ally/Hypertime*

Come Alfred, I Need You: POWER: Place a BM#031 or FF:BM#005 Alfred Pennyworth from outside the game in a square adjacent to The Batcave on click #3; The Batcave is assigned to that character at no cost. After resolutions, deal this character 1 unavoidable damage.

Fully Stocked ER: Support. When he does, he can heal a friendly character even if he or the friendly character are adjacent to an opposing character.

-The Batcave Computer and Alfred are considered to be 0 points for all game effects.

Fear Itself

#R100 The Book of the Skull Resource Information

Force Construction: The Book of the Skull costs 6 points, plus 3 for each Hammer slot that is activated. Hammers are attached to The Book of the Skull in their corresponding slot.

Assign: The Book of the Skull is assigned to all characters on your force.

Setup: The Book of the Skull begins the game on the green starting line.

Assigning a Character: At the beginning of your turn, you may remove a Hammer from the Book of the Skull and place it in the square of a friendly character that is at least 5 squares from any starting area. Also, once per turn you may give a character a POWER and remove a Hammer from The Book of the Skull and place it in a friendly character's square that is at least 5 squares from any starting area. Whenever a Hammer is placed in a character's square, that character may immediately use Quake at no cost. If the friendly character makes a relic roll to place that Hammer on its character card this turn, the roll automatically succeeds and the Hammer is considered "assigned" to that character and that character can use its abilities as listed on the Hammer's card. Unless specified otherwise, a character may only be assigned one Hammer. If the friendly character does not place the relic on its card this turn, then for the remainder of the game, it is a relic as described on its

card.

Victory Points: Any time a character assigned a Hammer is KO'd, the player scoring victory points for that character scores an additional 3 points for each assigned Hammer and the Hammers are removed from the game. If the entire force is defeated, then the player who scores victory points for the last character on the force is also awarded 6 points for The Book of the Skull and 3 points for each Hammer still attached to it.

Empowered by the Serpent: At the beginning of your turn, you may choose one friendly character assigned a Hammer. Until your next turn, that character has its combat values modified and it can use the powers as listed in The Book of the Skull's dial window. The modifiers and powers available to the character depend on the number of Hammers that were attached to The Book of the Skull at the start of the game:

- 1-2 Hammers – Characters can use slot #1
- 3-4 Hammers – Characters can use slots #1 - 2
- 5-6 Hammers – Characters can use slots #1 - 3
- 7-8 Hammers – Characters can use all slots

When a combat symbol appears in Slot #1, the chosen character modifies that combat value by +1. When a bonus (e.g., +1) appears in Slot #1, the chosen character modifies all of their combat values by the indicated amount. The other slots show a power that the chosen character can use.

Turning the Dial: When an opposing character takes damage from a friendly character assigned a Hammer, roll a d6 and turn the Book of the Skull dial that many times to the right. If the opposing character was KO'd by that damage, turn the Book of the Skull dial 3 additional clicks. When the dial is clicked past its red line, click it one more time.

After 3 Hammers have been assigned to friendly characters, friendly characters may be given a POWER to exchange one of their assigned Hammer(s) with the assigned Hammer of another friendly character.

After 4 Hammers have been assigned to different friendly characters, friendly characters may be assigned up to 2 Hammers each.

After 7 Hammers have been assigned to friendly characters, friendly characters assigned Hammers can use the Power Cosmic team ability.

- 1 Pulse Wave, Penetrating/Psychic Blast.
- 2 Perplex, Probability Control.
- 3 Perplex, Outwit.
- 4 Probability Control, Outwit.
- 5 Probability Control, Outwit, and Perplex.

Attachable Items

- Fear Itself #S101 Kuurth's Hammer
- Fear Itself #S102 Mokka's Hammer
- Fear Itself #S103 Skirn's Hammer
- Fear Itself #S104 Greithoth's Hammer
- Fear Itself #S105 Nerkkod's Hammer
- Fear Itself #S106 Nul's Hammer
- Fear Itself #S107 Angrir's Hammer
- Fear Itself #S201 Skadi's Hammer

Invincible Iron Man

#R100 Power Plant

Force Construction – The Power Plant costs 10 points, plus 2 for each Ring slot that is activated. Up to 1 of any Ring with the symbol may be attached to the Power Plant.

Assign – The Power Plant is assigned to all characters on your force.

Ring Selection – At the beginning of your turn, you may choose a Ring, remove it from the Power Plant and place it on a friendly character's card. That character can use that Ring's effects as if it were a relic. When that character clears, return any Rings on its character card onto the Power Plant.

Drain a Ring's Power – Give a friendly character a FREE to KO any one ring attached to the Power Plant. When you do, that character can either use Outwit or modify all of its combat values by +1, but only for this turn.

Victory Points – Any time a character with a Ring on its character card from the Power Plant is KO'd, the player scoring victory points for that character scores an additional 2 points for each Ring on its card and the Rings are removed from the game. If the entire force is defeated, then the player who scores victory points for the last character on the force is also awarded 10 points for the Power Plant and 2 points for each Ring still attached to it.

Attachable Items

- Invincible Iron Man #S001 Impact Beam
- Invincible Iron Man #S002 Vortex Beam

- ✓ Invincible Iron Man #S003 White Light
- ✓ Invincible Iron Man #S004 Flame Blast
- ✓ Invincible Iron Man #S005 Mento-Intensifier
- ✓ Invincible Iron Man #S006 Ice Blast
- ✓ Invincible Iron Man #S007 Matter Rearranger
- ✓ Invincible Iron Man #S008 Black Light
- ✓ Invincible Iron Man #S009 Electro Blast
- ✓ Invincible Iron Man #S101 Disintegration Beam

Avengers vs. X-Men

#R100 The Phoenix Force

Force Construction - The Phoenix Force costs 12 points. At least 1 but no more than 5 distinct Phoenix Force Fragments may be attached to the Phoenix Force and cost 3 points per Fragment. Up to 5 distinct characters (each with a point value of at least 40 points) are assigned the Phoenix Force and cost 3 points per character, but there must be at least 1 Fragment for each character. (18-42)

Setup - When placing characters in your starting area, for each character assigned to the Phoenix Force, remove 1 Fragment and assign it to that character. That Fragment is a relic assigned to that character at no cost.

The Phoenix Force has 5 groups, each group is indicated by a common blue click number. Within each group there are 5 clicks identified by a red click number. The Phoenix Force begins the game on the first click (red click #1) of the group (blue click number) equal to the number of Fragments remaining attached to the resource.

Fragments	Phoenix Power
Cyclops	Ranged Combat Expert
Namor	Avengers, Defenders, and X-Men team abilities.
Colossus	Invulnerability
Emma Frost	Telekinesis
Magik	Characters can use the Mystics team ability, but only when hit with a ranged combat attack.

Turning the Dial - When a character assigned a Phoenix Force Fragment is KO'd, attach their Fragment to the resource and immediately click the dial 5 times to the left, moving the dial to the same red click number in the next group. When a character assigned a

Phoenix Force Fragment KO's an opposing character or hits with an attack roll that is doubles, after actions resolve, click the dial once, though the Phoenix Force may never be clicked beyond any group's click #5.

Victory Points - Any time a character assigned a Phoenix Force Fragment is KO'd, the player scoring victory points for that character scores an additional 6 points. If the entire force is defeated, then the player who scores victory points for the last character on the force is also awarded 12 points for The Phoenix Force and 3 points for each Phoenix Force Fragment that began the game attached to the resource.

Effects of the Phoenix Force - When a standard power is revealed on the dial, characters assigned to the Phoenix Force can use the indicated power. When a modifier appears, all assigned characters modify that combat value by the indicated amount, if the modifier has a border around it, then they modify all their combat values by the indicated amount.

At the beginning of your turn, you may choose a Phoenix Force Fragment attached to the resource. Characters assigned to the Phoenix Force can use that Fragment's Phoenix Power until your next turn.

Attachable Items

- AvX #R101 Fragment – Cyclops
- AvX #R102 Fragment – Namor
- AvX #R103 Fragment – Colossus
- AvX #R104 Fragment – Emma Frost
- AvX #R105 Fragment – Magik

War of Light

#R100 Power Battery (Green Lantern Corps)

Force Construction - The Power Battery must be assigned a Power Ring (ring symbol) and 1-6 distinct Constructs (construct symbol). The Power Battery costs 2 points, plus the combined cost of the assigned Power Ring and Constructs, and must total a minimum of 16 points. The Power Ring and Constructs are all attached to the Power Battery at the beginning of the game.

Corps Members - When a friendly character has any Constructs on its card, it is called a Corps Member and is assigned the Power Battery. Friendly Corps Members can use the ability of the Constructs on its card and the ability of the Power Ring attached to the Power

Battery. If a friendly Corps Member is KO'd, any Constructs on its card are re-attached to the Power Battery. If the Power Battery is KO'd, all Constructs are removed from friendly Corps Members' cards.

Setup - During the beginning of the game, the Power Battery is placed in 4 squares of clear terrain in your starting area. The Power Battery affects line of fire, can use its powers and abilities, is damaged and KO'd as if it were a character. Characters, objects, and blocking terrain may not occupy the same squares as the Power Battery. The Power Battery is immediately KO'd when the last friendly character is defeated.

Attacking the Power Battery - If the Power Battery is adjacent to an opposing character or within its range and line of fire, that character may be given a POWER to roll 2d6 and add their attack value. If the result is equal to or higher than the Power Battery's defense value, it takes damage equal to the opposing character's printed damage value -2. This can't be ignored.

Battery Powers - The dial of the Power Battery indicates certain special powers it can use in the (sun) slots. Once per turn, when it is given an action to use one of these powers, and actions resolve, you may roll a d6 that can't be rerolled. Deal the Power Battery half of the result as unavoidable damage.

PERMEATE THE UNIVERSE: The Power Battery's range value is equal to its click number.

EMOTIONAL SPECTRUM: WILL: If the Power Battery, attached Power Ring, and Constructs are all the same color, each opposing character may be given no more than 1 free action per turn.

1 USE A CONSTRUCT: POWER: Place an attached Construct on a friendly character's card that isn't already a Corps Member.

2 SWAP A CONSTRUCT: FREE: Exchange a construct between two friendly Corps Members' cards, or the Power Battery and a friendly Corps Member's card.

3 FORM A CONSTRUCT: POWER: remove a Construct from it and replace it with a Construct from outside the game up to 2 points higher than the one removed. If the new Construct is a lower point value, this is a FREE instead. If the new Construct is a higher point value, this is a DOUBLE POWER instead.

4 SHARE A CONSTRUCT: FREE: roll a d6 that can't be rerolled. If a Construct is attached to the Power Battery in the slot indicated by the result, all friendly Corps Members can use the ability of that Construct until your next turn.

5 MASTER CONSTRUCTS: Give the Power Battery a free action. Place an attached Construct on a Corps Member's card.

6 IMPROVED CONSTRUCTS: Friendly Corps Members modify their combat values by +1 for each Construct on their character card.

RECHARGE YOUR RING: The Power Battery can use Support as if it had an attack value of 10.

#R101 Power Battery (White Lantern Corps)

Force Construction - The Power Battery must be assigned a Power Ring (ring symbol) and 1-6 distinct Constructs (construct symbol). The Power Battery costs 2 points, plus the combined cost of the assigned Power Ring and Constructs, and must total a minimum of 16 points. The Power Ring and Constructs are all attached to the Power Battery at the beginning of the game.

Corps Members - When a friendly character has any Constructs on its card, it is called a Corps Member and is assigned the Power Battery. Friendly Corps Members can use the ability of the Constructs on its card and the ability of the Power Ring attached to the Power Battery. If a friendly Corps Member is KO'd, any Constructs on its card are re-attached to the Power Battery. If the Power Battery is KO'd, all Constructs are removed from friendly Corps Members' cards.

Setup - During the beginning of the game, the Power Battery is placed in 4 squares of clear terrain in your starting area. The Power Battery affects line of fire, can use its powers and abilities, is damaged and KO'd as if it were a character. Characters, objects, and blocking terrain may not occupy the same squares as the Power Battery. The Power Battery is immediately KO'd when the last friendly character is defeated.

Attacking the Power Battery - If the Power Battery is adjacent to an opposing character or within its range and line of fire, that character may be given a POWER to roll 2d6 and add their attack value. If the result is equal to or higher than the Power Battery's defense value, it takes damage equal to the opposing character's

printed damage value -2. This can't be ignored.

Battery Powers - The dial of the Power Battery indicates certain special powers it can use in the (sun) slots. Once per turn, when it is given an action to use one of these powers, and actions resolve, you may roll a d6 that can't be rerolled. Deal the Power Battery half of the result as unavoidable damage.

PERMEATE THE UNIVERSE: The Power Battery's range value is equal to its click number.

EMOTIONAL SPECTRUM: LIFE: If the Power Battery, attached Power Ring, and Constructs are all the same color, give a friendly Corps member a power action and heal all other characters within 6 squares and line of fire of 1 damage.

1 USE A CONSTRUCT: POWER: Place an attached Construct on a friendly character's card that isn't already a Corps Member.

2 SWAP A CONSTRUCT: FREE: Exchange a construct between two friendly Corps Members' cards, or the Power Battery and a friendly Corps Member's card.

3 FORM A CONSTRUCT: POWER: remove a Construct from it and replace it with a Construct from outside the game up to 2 points higher than the one removed. If the new Construct is a lower point value, this is a FREE instead. If the new Construct is a higher point value, this is a DOUBLE POWER instead.

4 SHARE A CONSTRUCT: FREE: roll a d6 that can't be rerolled. If a Construct is attached to the Power Battery in the slot indicated by the result, all friendly Corps Members can use the ability of that Construct until your next turn.

5 MASTER CONSTRUCTS: Give the Power Battery a free action. Place an attached Construct on a Corps Member's card.

6 IMPROVED CONSTRUCTS: Friendly Corps Members modify their combat values by +1 for each Construct on their character card.

RECHARGE YOUR RING: The Power Battery can use Support as if it had an attack value of 10.

#R102 Power Battery (Red Lantern Corps)

Force Construction - The Power Battery must be assigned a Power Ring (ring symbol) and 1-6 distinct Constructs (construct symbol). The Power Battery costs 2 points, plus the combined cost of the assigned Power Ring and Constructs, and must total a minimum of 16 points. The Power Ring and Constructs are all attached to the Power Battery at the beginning of the game.

Corps Members - When a friendly character has any Constructs on its card, it is called a Corps Member and is assigned the Power Battery. Friendly Corps Members can use the ability of the Constructs on its card and the ability of the Power Ring attached to the Power Battery. If a friendly Corps Member is KO'd, any Constructs on its card are re-attached to the Power Battery. If the Power Battery is KO'd, all Constructs are removed from friendly Corps Members' cards.

Setup - During the beginning of the game, the Power Battery is placed in 4 squares of clear terrain in your starting area. The Power Battery affects line of fire, can use its powers and abilities, is damaged and KO'd as if it were a character. Characters, objects, and blocking terrain may not occupy the same squares as the Power Battery. The Power Battery is immediately KO'd when the last friendly character is defeated.

Attacking the Power Battery - If the Power Battery is adjacent to an opposing character or within its range and line of fire, that character may be given a POWER to roll 2d6 and add their attack value. If the result is equal to or higher than the Power Battery's defense value, it takes damage equal to the opposing character's printed damage value -2. This can't be ignored.

Battery Powers - The dial of the Power Battery indicates certain special powers it can use in the (sun) slots. Once per turn, when it is given an action to use one of these powers, and actions resolve, you may roll a d6 that can't be rerolled. Deal the Power Battery half of the result as unavoidable damage.

PERMEATE THE UNIVERSE: The Power Battery's range value is equal to its click number.

EMOTIONAL SPECTRUM: RAGE: If the Power Battery, attached Power Ring, and Constructs are all the same color, friendly Corps Members can use Giant Reach: 2.

1 USE A CONSTRUCT: POWER: Place an attached Construct on a friendly character's card that isn't already a Corps Member.

2 SWAP A CONSTRUCT: FREE: Exchange a construct between two friendly Corps Members' cards, or the Power Battery and a friendly Corps Member's card.

3 FORM A CONSTRUCT: POWER: remove a Construct from it and replace it with a Construct from outside the game up to 2 points higher than the one removed. If the new Construct is a lower point value, this is a FREE instead. If the new Construct is a higher point value, this is a DOUBLE POWER instead.

4 SHARE A CONSTRUCT: FREE: roll a d6 that can't be rerolled. If a Construct is attached to the Power Battery in the slot indicated by the result, all friendly Corps Members can use the ability of that Construct until your next turn.

5 MASTER CONSTRUCTS: Give the Power Battery a free action. Place an attached Construct on a Corps Member's card.

6 IMPROVED CONSTRUCTS: Friendly Corps Members modify their combat values by +1 for each Construct on their character card.

RECHARGE YOUR RING: The Power Battery can use Support as if it had an attack value of 10.

#R103 Power Battery (Orange Lantern Corps)

Force Construction - The Power Battery must be assigned a Power Ring (ring symbol) and 1-6 distinct Constructs (construct symbol). The Power Battery costs 2 points, plus the combined cost of the assigned Power Ring and Constructs, and must total a minimum of 16 points. The Power Ring and Constructs are all attached to the Power Battery at the beginning of the game.

Corps Members - When a friendly character has any Constructs on its card, it is called a Corps Member and is assigned the Power Battery. Friendly Corps Members can use the ability of the Constructs on its card and the ability of the Power Ring attached to the Power Battery. If a friendly Corps Member is KO'd, any Constructs on its card are re-attached to the Power Battery. If the Power Battery is KO'd, all Constructs are removed from friendly Corps Members' cards.

Setup - During the beginning of the game, the Power Battery is placed in 4 squares of clear terrain in your starting area. The Power Battery affects line of fire, can use its powers and abilities, is damaged and KO'd as if it were a character. Characters, objects, and blocking terrain may not occupy the same squares as the Power Battery. The Power Battery is immediately KO'd when the last friendly character is defeated.

Attacking the Power Battery - If the Power Battery is adjacent to an opposing character or within its range and line of fire, that character may be given a POWER to roll 2d6 and add their attack value. If the result is equal to or higher than the Power Battery's defense value, it takes damage equal to the opposing character's printed damage value -2. This can't be ignored.

Battery Powers - The dial of the Power Battery indicates certain special powers it can use in the (sun) slots. Once per turn, when it is given an action to use one of these powers, and actions resolve, you may roll a d6 that can't be rerolled. Deal the Power Battery half of the result as unavoidable damage.

PERMEATE THE UNIVERSE: The Power Battery's range value is equal to its click number.

EMOTIONAL SPECTRUM: GREED: If the Power Battery, attached Power Ring, and Constructs are all the same color, the Power Battery has "POWER: choose a power, combat ability or team ability that a friendly Corps member can use. Opposing characters can't use that power or ability until your next turn."

1 USE A CONSTRUCT: POWER: Place an attached Construct on a friendly character's card that isn't already a Corps Member.

2 SWAP A CONSTRUCT: FREE: Exchange a construct between two friendly Corps Members' cards, or the Power Battery and a friendly Corps Member's card.

3 FORM A CONSTRUCT: POWER: remove a Construct from it and replace it with a Construct from outside the game up to 2 points higher than the one removed. If the new Construct is a lower point value, this is a FREE instead. If the new Construct is a higher point value, this is a DOUBLE POWER instead.

4 SHARE A CONSTRUCT: FREE: roll a d6 that can't be rerolled. If a Construct is attached to the Power

Battery in the slot indicated by the result, all friendly Corps Members can use the ability of that Construct until your next turn.

5 MASTER CONSTRUCTS: Give the Power Battery a free action. Place an attached Construct on a Corps Member's card.

6 IMPROVED CONSTRUCTS: Friendly Corps Members modify their combat values by +1 for each Construct on their character card.

RECHARGE YOUR RING: The Power Battery can use Support as if it had an attack value of 10.

#R104 Power Battery (Indigo Tribe)

Force Construction - The Power Battery must be assigned a Power Ring (ring symbol) and 1-6 distinct Constructs (construct symbol). The Power Battery costs 2 points, plus the combined cost of the assigned Power Ring and Constructs, and must total a minimum of 16 points. The Power Ring and Constructs are all attached to the Power Battery at the beginning of the game.

Corps Members - When a friendly character has any Constructs on its card, it is called a Corps Member and is assigned the Power Battery. Friendly Corps Members can use the ability of the Constructs on its card and the ability of the Power Ring attached to the Power Battery. If a friendly Corps Member is KO'd, any Constructs on its card are re-attached to the Power Battery. If the Power Battery is KO'd, all Constructs are removed from friendly Corps Members' cards.

Setup - During the beginning of the game, the Power Battery is placed in 4 squares of clear terrain in your starting area. The Power Battery affects line of fire, can use its powers and abilities, is damaged and KO'd as if it were a character. Characters, objects, and blocking terrain may not occupy the same squares as the Power Battery. The Power Battery is immediately KO'd when the last friendly character is defeated.

Attacking the Power Battery - If the Power Battery is adjacent to an opposing character or within its range and line of fire, that character may be given a POWER to roll 2d6 and add their attack value. If the result is equal to or higher than the Power Battery's defense value, it takes damage equal to the opposing character's printed damage value -2. This can't be ignored.

Battery Powers - The dial of the Power Battery indicates certain special powers it can use in the (sun) slots. Once per turn, when it is given an action to use one of these powers, and actions resolve, you may roll a d6 that can't be rerolled. Deal the Power Battery half of the result as unavoidable damage.

PERMEATE THE UNIVERSE: The Power Battery's range value is equal to its click number.

EMOTIONAL SPECTRUM: COMPASSION: If the Power Battery, attached Power Ring, and Constructs are all the same color, opposing characters that aren't within 4 squares of a friendly Corps Members or adjacent to the Power Battery can't draw lines of fire to friendly Corps Members.

1 USE A CONSTRUCT: POWER: Place an attached Construct on a friendly character's card that isn't already a Corps Member.

2 SWAP A CONSTRUCT: FREE: Exchange a construct between two friendly Corps Members' cards, or the Power Battery and a friendly Corps Member's card.

3 FORM A CONSTRUCT: POWER: remove a Construct from it and replace it with a Construct from outside the game up to 2 points higher than the one removed. If the new Construct is a lower point value, this is a FREE instead. If the new Construct is a higher point value, this is a DOUBLE POWER instead.

4 SHARE A CONSTRUCT: FREE: roll a d6 that can't be rerolled. If a Construct is attached to the Power Battery in the slot indicated by the result, all friendly Corps Members can use the ability of that Construct until your next turn.

5 MASTER CONSTRUCTS: Give the Power Battery a free action. Place an attached Construct on a Corps Member's card.

6 IMPROVED CONSTRUCTS: Friendly Corps Members modify their combat values by +1 for each Construct on their character card.

RECHARGE YOUR RING: The Power Battery can use Support as if it had an attack value of 10.

#R105 Power Battery (Sinestro Corps)

Force Construction - The Power Battery must be

assigned a Power Ring (ring symbol) and 1-6 distinct Constructs (construct symbol). The Power Battery costs 2 points, plus the combined cost of the assigned Power Ring and Constructs, and must total a minimum of 16 points. The Power Ring and Constructs are all attached to the Power Battery at the beginning of the game.

Corps Members - When a friendly character has any Constructs on its card, it is called a Corps Member and is assigned the Power Battery. Friendly Corps Members can use the ability of the Constructs on its card and the ability of the Power Ring attached to the Power Battery. If a friendly Corps Member is KO'd, any Constructs on its card are re-attached to the Power Battery. If the Power Battery is KO'd, all Constructs are removed from friendly Corps Members' cards.

Setup - During the beginning of the game, the Power Battery is placed in 4 squares of clear terrain in your starting area. The Power Battery affects line of fire, can use its powers and abilities, is damaged and KO'd as if it were a character. Characters, objects, and blocking terrain may not occupy the same squares as the Power Battery. The Power Battery is immediately KO'd when the last friendly character is defeated.

Attacking the Power Battery - If the Power Battery is adjacent to an opposing character or within its range and line of fire, that character may be given a POWER to roll 2d6 and add their attack value. If the result is equal to or higher than the Power Battery's defense value, it takes damage equal to the opposing character's printed damage value -2. This can't be ignored.

Battery Powers - The dial of the Power Battery indicates certain special powers it can use in the (sun) slots. Once per turn, when it is given an action to use one of these powers, and actions resolve, you may roll a d6 that can't be rerolled. Deal the Power Battery half of the result as unavoidable damage.

PERMEATE THE UNIVERSE: The Power Battery's range value is equal to its click number.

EMOTIONAL SPECTRUM: FEAR: If the Power Battery, attached Power Ring, and Constructs are all the same color, opposing characters modify their attack values by -2 when targeting a friendly Corps Member of a higher point value.

1 USE A CONSTRUCT: POWER: Place an attached Construct on a friendly character's card that isn't

already a Corps Member.

2 SWAP A CONSTRUCT: FREE: Exchange a construct between two friendly Corps Members' cards, or the Power Battery and a friendly Corps Member's card.

3 FORM A CONSTRUCT: POWER: remove a Construct from it and replace it with a Construct from outside the game up to 2 points higher than the one removed. If the new Construct is a lower point value, this is a FREE instead. If the new Construct is a higher point value, this is a DOUBLE POWER instead.

4 SHARE A CONSTRUCT: FREE: roll a d6 that can't be rerolled. If a Construct is attached to the Power Battery in the slot indicated by the result, all friendly Corps Members can use the ability of that Construct until your next turn.

5 MASTER CONSTRUCTS: Give the Power Battery a free action. Place an attached Construct on a Corps Member's card.

6 IMPROVED CONSTRUCTS: Friendly Corps Members modify their combat values by +1 for each Construct on their character card.

RECHARGE YOUR RING: The Power Battery can use Support as if it had an attack value of 10.

#R106 Power Battery (Star Sapphires)

Force Construction - The Power Battery must be assigned a Power Ring (ring symbol) and 1-6 distinct Constructs (construct symbol). The Power Battery costs 2 points, plus the combined cost of the assigned Power Ring and Constructs, and must total a minimum of 16 points. The Power Ring and Constructs are all attached to the Power Battery at the beginning of the game.

Corps Members - When a friendly character has any Constructs on its card, it is called a Corps Member and is assigned the Power Battery. Friendly Corps Members can use the ability of the Constructs on its card and the ability of the Power Ring attached to the Power Battery. If a friendly Corps Member is KO'd, any Constructs on its card are re-attached to the Power Battery. If the Power Battery is KO'd, all Constructs are removed from friendly Corps Members' cards.

Setup - During the beginning of the game, the Power

Battery is placed in 4 squares of clear terrain in your starting area. The Power Battery affects line of fire, can use its powers and abilities, is damaged and KO'd as if it were a character. Characters, objects, and blocking terrain may not occupy the same squares as the Power Battery. The Power Battery is immediately KO'd when the last friendly character is defeated.

Attacking the Power Battery - If the Power Battery is adjacent to an opposing character or within its range and line of fire, that character may be given a POWER to roll 2d6 and add their attack value. If the result is equal to or higher than the Power Battery's defense value, it takes damage equal to the opposing character's printed damage value -2. This can't be ignored.

Battery Powers - The dial of the Power Battery indicates certain special powers it can use in the (sun) slots. Once per turn, when it is given an action to use one of these powers, and actions resolve, you may roll a d6 that can't be rerolled. Deal the Power Battery half of the result as unavoidable damage.

PERMEATE THE UNIVERSE: The Power Battery's range value is equal to its click number.

EMOTIONAL SPECTRUM: LOVE: If the Power Battery, attached Power Ring, and Constructs are all the same color, friendly Corps Members modify their range values by +1 for each opposing character within line of fire.

1 USE A CONSTRUCT: POWER: Place an attached Construct on a friendly character's card that isn't already a Corps Member.

2 SWAP A CONSTRUCT: FREE: Exchange a construct between two friendly Corps Members' cards, or the Power Battery and a friendly Corps Member's card.

3 FORM A CONSTRUCT: POWER: remove a Construct from it and replace it with a Construct from outside the game up to 2 points higher than the one removed. If the new Construct is a lower point value, this is a FREE instead. If the new Construct is a higher point value, this is a DOUBLE POWER instead.

4 SHARE A CONSTRUCT: FREE: roll a d6 that can't be rerolled. If a Construct is attached to the Power Battery in the slot indicated by the result, all friendly Corps Members can use the ability of that Construct until your next turn.

5 MASTER CONSTRUCTS: Give the Power Battery a free action. Place an attached Construct on a Corps Member's card.

6 IMPROVED CONSTRUCTS: Friendly Corps Members modify their combat values by +1 for each Construct on their character card.

RECHARGE YOUR RING: The Power Battery can use Support as if it had an attack value of 10.

#R107 Power Battery (Blue Lantern Corps)

Force Construction - The Power Battery must be assigned a Power Ring (ring symbol) and 1-6 distinct Constructs (construct symbol). The Power Battery costs 2 points, plus the combined cost of the assigned Power Ring and Constructs, and must total a minimum of 16 points. The Power Ring and Constructs are all attached to the Power Battery at the beginning of the game.

Corps Members - When a friendly character has any Constructs on its card, it is called a Corps Member and is assigned the Power Battery. Friendly Corps Members can use the ability of the Constructs on its card and the ability of the Power Ring attached to the Power Battery. If a friendly Corps Member is KO'd, any Constructs on its card are re-attached to the Power Battery. If the Power Battery is KO'd, all Constructs are removed from friendly Corps Members' cards.

Setup - During the beginning of the game, the Power Battery is placed in 4 squares of clear terrain in your starting area. The Power Battery affects line of fire, can use its powers and abilities, is damaged and KO'd as if it were a character. Characters, objects, and blocking terrain may not occupy the same squares as the Power Battery. The Power Battery is immediately KO'd when the last friendly character is defeated.

Attacking the Power Battery - If the Power Battery is adjacent to an opposing character or within its range and line of fire, that character may be given a POWER to roll 2d6 and add their attack value. If the result is equal to or higher than the Power Battery's defense value, it takes damage equal to the opposing character's printed damage value -2. This can't be ignored.

Battery Powers - The dial of the Power Battery indicates certain special powers it can use in the (sun) slots. Once per turn, when it is given an action to use

one of these powers, and actions resolve, you may roll a d6 that can't be rerolled. Deal the Power Battery half of the result as unavoidable damage.

PERMEATE THE UNIVERSE: The Power Battery's range value is equal to its click number.

EMOTIONAL SPECTRUM: HOPE: If the Power Battery, attached Power Ring, and Constructs are all the same color, during each of your opponent's turns, one friendly Corps member may reroll a roll made for itself.

1 USE A CONSTRUCT: POWER: Place an attached Construct on a friendly character's card that isn't already a Corps Member.

2 SWAP A CONSTRUCT: FREE: Exchange a construct between two friendly Corps Members' cards, or the Power Battery and a friendly Corps Member's card.

3 FORM A CONSTRUCT: POWER: remove a Construct from it and replace it with a Construct from outside the game up to 2 points higher than the one removed. If the new Construct is a lower point value, this is a FREE instead. If the new Construct is a higher point value, this is a DOUBLE POWER instead.

4 SHARE A CONSTRUCT: FREE: roll a d6 that can't be rerolled. If a Construct is attached to the Power Battery in the slot indicated by the result, all friendly Corps Members can use the ability of that Construct until your next turn.

5 MASTER CONSTRUCTS: Give the Power Battery a free action. Place an attached Construct on a Corps Member's card.

6 IMPROVED CONSTRUCTS: Friendly Corps Members modify their combat values by +1 for each Construct on their character card.

RECHARGE YOUR RING: The Power Battery can use Support as if it had an attack value of 10.

#R108 Power Battery (Black Lantern Corps)

Force Construction - The Power Battery must be assigned a Power Ring (ring symbol) and 1-6 distinct Constructs (construct symbol). The Power Battery costs 2 points, plus the combined cost of the assigned Power Ring and Constructs, and must total a minimum

of 16 points. The Power Ring and Constructs are all attached to the Power Battery at the beginning of the game.

Corps Members - When a friendly character has any Constructs on its card, it is called a Corps Member and is assigned the Power Battery. Friendly Corps Members can use the ability of the Constructs on its card and the ability of the Power Ring attached to the Power Battery. If a friendly Corps Member is KO'd, any Constructs on its card are re-attached to the Power Battery. If the Power Battery is KO'd, all Constructs are removed from friendly Corps Members' cards.

Setup - During the beginning of the game, the Power Battery is placed in 4 squares of clear terrain in your starting area. The Power Battery affects line of fire, can use its powers and abilities, is damaged and KO'd as if it were a character. Characters, objects, and blocking terrain may not occupy the same squares as the Power Battery. The Power Battery is immediately KO'd when the last friendly character is defeated.

Attacking the Power Battery - If the Power Battery is adjacent to an opposing character or within its range and line of fire, that character may be given a POWER to roll 2d6 and add their attack value. If the result is equal to or higher than the Power Battery's defense value, it takes damage equal to the opposing character's printed damage value -2. This can't be ignored.

Battery Powers - The dial of the Power Battery indicates certain special powers it can use in the (sun) slots. Once per turn, when it is given an action to use one of these powers, and actions resolve, you may roll a d6 that can't be rerolled. Deal the Power Battery half of the result as unavoidable damage.

PERMEATE THE UNIVERSE: The Power Battery's range value is equal to its click number.

EMOTIONAL SPECTRUM: DEATH: If the Power Battery, attached Power Ring, and Constructs are all the same color, when a friendly Corps Member uses Steal Energy as a result of damaging a higher point character with an attack, increase the healing by 1.

1 USE A CONSTRUCT: POWER: Place an attached Construct on a friendly character's card that isn't already a Corps Member.

2 SWAP A CONSTRUCT: FREE: Exchange a construct between two friendly Corps Members' cards,

or the Power Battery and a friendly Corps Member's card.

3 FORM A CONSTRUCT: POWER: remove a Construct from it and replace it with a Construct from outside the game up to 2 points higher than the one removed. If the new Construct is a lower point value, this is a FREE instead. If the new Construct is a higher point value, this is a DOUBLE POWER instead.

4 SHARE A CONSTRUCT: FREE: roll a d6 that can't be rerolled. If a Construct is attached to the Power Battery in the slot indicated by the result, all friendly Corps Members can use the ability of that Construct until your next turn.

5 MASTER CONSTRUCTS: Give the Power Battery a free action. Place an attached Construct on a Corps Member's card.

6 IMPROVED CONSTRUCTS: Friendly Corps Members modify their combat values by +1 for each Construct on their character card.

RECHARGE YOUR RING: The Power Battery can use Support as if it had an attack value of 10.

Attachable Items

- R300 Green Lantern Ring
- R301 White Lantern Ring
- R302 Red Lantern Ring
- R303 Orange Lantern Ring
- R304 Indigo Tribe Ring
- R305 Sinestro Corps Ring
- R306 Star Sapphire Ring
- R307 Blue Lantern Ring
- R308 Black Lantern Ring
- Constructs (listed below)

CONSTRUCTS

Constructs function the same regardless of their color. Each construct's effect will be listed for its first appearance. Other constructs will be listed for reference. Constructs can be attached to any Power Battery.

R200 Shield (Green)
Cost: 8
Energy Shield/Deflection

R200.01 Net (Green)
Cost: 8
Smoke Cloud as FREE, but only to place 2 squares of

hindering terrain. Characters occupying these squares must break away if not already required to do so.

R200.02 Axe (Green)
Cost: 6
Blades/Claws/Fangs

R200.03 Mallet (Green)
Cost: 4
Quake

R200.04 Wall (Green)
Cost: 10
Barrier as FREE, but only to place 2 squares of blocking terrain.

R200.05 Crossbow (Green)
Cost: 10
Ranged Combat Expert

R200.06 Decoy (Green)
Cost: 6
Shape Change

R200.07 Catapult (Green)
Cost: 10
Telekinesis

R200.08 Scissors (Green)
Cost: 8
Exploit Weakness

R200.09 Nurse (Green)
Cost: 10
Regeneration

R200.10 Boxing Glove (Green)
Cost: 8
Close Combat Expert

R200.11 Bulldozer (Green)
Cost: 4
Force Blast. When this character uses it, it may target an opposing character within 4 squares and line of fire and all characters adjacent to that opposing character.

R200.12 Spotlight (Green)
Cost: 6
Improved Targeting: Hindering

R200.13 Stop Sign (Green)
Cost: 8

Plasticity. Outwit, but only to choose Speed powers.

R200.14 Sniper Rifle (Green)

Cost: 6

This character's range value becomes 10 (before any other replacement values).

R201.01 Net (White)

R201.02 Axe (White)

R201.03 Mallet (White)

R201.04 Wall (White)

R201.05 Crossbow (White)

R201.06 Decoy (White)

R201.07 Catapult (White)

R201.08 Scissors (White)

R201.09 Nurse (White)

R201.10 Boxing Glove (White)

R201.11 Bulldozer (White)

R201.12 Spotlight (White)

R201.13 Stop Sign (White)

R201.14 Sniper Rifle (White)

R202.01 Net (Red)

R202.02 Axe (Red)

R202.03 Mallet (Red)

R202.04 Wall (Red)

R202.05 Crossbow (Red)

R202.06 Decoy (Red)

R202.07 Catapult (Red)

R202.08 Scissors (Red)

R202.09 Nurse (Red)

R202.10 Boxing Glove (Red)

R202.11 Bulldozer (Red)

R202.12 Spotlight (Red)

R202.13 Stop Sign (Red)

R202.14 Sniper Rifle (Red)

R203.01 Net (Orange)

R203.02 Axe (Orange)

R203.03 Mallet (Orange)

R203.04 Wall (Orange)

R203.05 Crossbow (Orange)

R203.06 Decoy (Orange)

R203.07 Catapult (Orange)

R203.08 Scissors (Orange)

R203.09 Nurse (Orange)

R203.10 Boxing Glove (Orange)

R203.11 Bulldozer (Orange)

R203.12 Spotlight (Orange)

R203.13 Stop Sign (Orange)

R203.14 Sniper Rifle (Orange)

R204.01 Net (Indigo)

R204.02 Axe (Indigo)

R204.03 Mallet (Indigo)

R204.04 Wall (Indigo)

R204.05 Crossbow (Indigo)

R204.06 Decoy (Indigo)

R204.07 Catapult (Indigo)

R204.08 Scissors (Indigo)

R204.09 Nurse (Indigo)

R204.10 Boxing Glove (Indigo)

R204.11 Bulldozer (Indigo)

R204.12 Spotlight (Indigo)

R204.13 Stop Sign (Indigo)

R204.14 Sniper Rifle (Indigo)

R205.01 Net (Yellow)

R205.02 Axe (Yellow)

R205.03 Mallet (Yellow)

R205.04 Wall (Yellow)

R205.05 Crossbow (Yellow)

R205.06 Decoy (Yellow)

R205.07 Catapult (Yellow)

R205.08 Scissors (Yellow)

R205.09 Nurse (Yellow)

R205.10 Boxing Glove (Yellow)

R205.11 Bulldozer (Yellow)

R205.12 Spotlight (Yellow)

R205.13 Stop Sign (Yellow)

R205.14 Sniper Rifle (Yellow)

R206.01 Net (Violet)

R206.02 Axe (Violet)

R206.03 Mallet (Violet)

R206.04 Wall (Violet)

R206.05 Crossbow (Violet)

R206.06 Decoy (Violet)

R206.07 Catapult (Violet)

R206.08 Scissors (Violet)

R206.09 Nurse (Violet)

R206.10 Boxing Glove (Violet)

R206.11 Bulldozer (Violet)

R206.12 Spotlight (Violet)

R206.13 Stop Sign (Violet)

R206.14 Sniper Rifle (Violet)

R207.01 Net (Blue)

R207.02 Axe (Blue)

R207.03 Mallet (Blue)

R207.04 Wall (Blue)

R207.05 Crossbow (Blue)

R207.06 Decoy (Blue)

R207.07 Catapult (Blue)

R207.08 Scissors (Blue)

R207.09 Nurse (Blue)

R207.10 Boxing Glove (Blue)
R207.11 Bulldozer (Blue)
R207.12 Spotlight (Blue)
R207.13 Stop Sign (Blue)
R207.14 Sniper Rifle (Blue)

R208.01 Net (Black)
R208.02 Axe (Black)
R208.03 Mallet (Black)
R208.04 Wall (Black)
R208.05 Crossbow (Black)
R208.06 Decoy (Black)
R208.07 Catapult (Black)
R208.08 Scissors (Black)
R208.09 Nurse (Black)
R208.10 Boxing Glove (Black)
R208.11 Bulldozer (Black)
R208.12 Spotlight (Black)
R208.13 Stop Sign (Black)
R208.14 Sniper Rifle (Black)

Yu-Gi-Oh! Heroclix: Battle of the Millennium

#R100 Millennium Stone

Force Construction - 7 points + 4 points per Millennium Item attached. The Millennium Stone begins the game with at least 1 and up to 7 distinct Millennium Items attached. The final click number of this dial is equal to three times the number of Millennium Items attached to it at the beginning of the game.

Assigning a Character - Once per turn, give a friendly character not in its starting area a POWER to place a Millennium Item on their card. If they do, return any Millennium Items already on their card to the Millennium Stone unless that dial is on click #10 or higher. Friendly characters with Millennium Items on their cards may use the abilities of those as relics.

Sacrifice to Open the Portal - At the end of any turn in which a friendly character took damage from an opponent, roll a d6 and subtract 1. Turn the dial that many times clockwise. When you reach the final click number, stop turning the dial. If you reach the final click number in fewer clicks than the result of the roll, deal 1 unavoidable damage to all friendly characters with a Millennium Item on their card. Once you have reached the final click number, stop turning the dial.

The Dial - At the beginning of your turn, choose a

friendly character with a Millennium Item on its card. If a 1 or 2 or 3 is currently shown on the dial, increase the chosen character's combat value of that type by the amount shown.

Summoned Souls

Restless Soul - 5 Points
Thieving Soul - 10 Points
Intimidating Soul - 15 Points
Pillaging Soul - 25 Points
Vengeful Soul - 50 Points

AWAKEN THE SPIRITS: At the end of your turn, you may place a bystander token from the Summoned Souls table into your starting area, but only if the total point value of these friendly bystander tokens on the map is equal or less than the point value listed in the damage slot on this dial.

A ZORC, GIVE ME STRENGTH!: At the beginning of your turn, choose a friendly character with a Millennium Item on their card. That character modifies its combat values by +2, deals penetrating damage, and can use Impervious, Outwit, and Probability Control.

Attachable Items

R100a Millennium Puzzle (Millennium Item)
R100b Millennium Eye (Millennium Item)
R100c Millennium Ring (Millennium Item)
R100d Millennium Scale (Millennium Item)
R100e Millennium Key (Millennium Item)
R100f Millennium Rod (Millennium Item)
R100g Millennium Necklace (Millennium Item)

Justice League: Trinity War

#R101 Pandora's Box

Force Construction - Pandora's box costs 12 points. At least 1 and up to 7 distinct Sins may be attached to this resource and cost 4 points each.

Setup - At the beginning of the game choose red (Path of the Hunter) blue (Path of the Ravager), or green (Path of the Manipulator). Turn the dial to the starting line of the chosen color and only use click numbers of that color this game.

Sinners - When a friendly character has a Sin on its card, it is called a Sinner and is assigned Pandora's Box. Once per turn, you may give a character a POWER and assign it a Sin from this resource by

placing it onto the character's card. When you do, turn this dial to the click number equal to the number of these Sins on all Sinners' cards. A Sinner may not have more than 1 Sin on its card from this resource unless there are 3 or more friendly Sinners on the map.

Scoring - If a sinner is KO'd, any Sins on its card are removed from the game and scored at 4 points each. If there are no Sinners on your force and no Sins attached to this resource, Pandora's Box is removed from the game and scored at 12 points.

The Vagaries of Sin - Once during your turn you may roll a d6 that can't be rerolled. If you do, Sinners can use the power shown in the corresponding slot until your next turn.

Emptying the Box - During your turn, if all 7 Sins were assigned this game, all Sinners have at least 1 action token, and there are at least 3 Sinners on the map, you may turn the dial to click #9 and do not click it again this game.

1 THIRD EYE POSSESSED: Sinners modify their combat values by +1. Sinners can use Improved Movement: Ignores Elevated Terrain, Ignores Hindering Terrain, Ignores Blocking Terrain and destroys blocking terrain as the character moves through it., Improved Targeting: Ignores Elevated Terrain, Ignores Hindering Terrain, Once per range attack, this character can draw a line of fire through one piece of Blocking Terrain. Immediately after the attack resolves, destroy that piece of Blocking Terrain. Modify their speed and range values by +2.

2 GATEWAY TO EARTH-3: Sinners modify their combat values by +1. Sinners can use the Mystics team ability. Once per game, choose another DC team ability and Sinners can use that team ability when they can use this power.

Attachable Items

- R101a Envy
- R101b Sloth
- R101c Pride
- R101d Greed
- R101e Lust
- R101f Wrath
- R101g Gluttony

#R102 Rock of Eternity

Force Construction - The Rock of Eternity costs 14

points. At least 1 and up to 7 distinct Sins may be included on your force and cost 2 points each.

Assign - When building your force, the Rock of Eternity is assigned to a character on your force with a point value of 50 or more. The assigned character is called your Champion. Your Champion can use the standard powers indicated by the SHAZAM! dial when it is assigned the same number of tokens indicated next to the slot. When a special power or attached Sin is showing on either the SHAZAM! or Sin dial, your Champion may use its effects.

Setup - At the beginning of the game: (1) choose red (Cunning Path) or blue (Mighty Path). Turn the SHAZAM! dial to the starting line of the chosen color and only use click numbers of that color this game. (2) Instead of placing objects, place up to 3 Sins on the map. Each Sin must be placed at least 5 squares away from each other, any starting area, and each in its own row and column. The remaining Sins are added to your sideline.

The Sin dial begins the game on click #1. The Sin dial can't turn to a click lower than click #1 or higher than click #20.

Imprisoning the Sins - At the beginning of your turn, if your Champion doesn't have two action tokens, you may attach a Sin from your sideline to this resource. Give the Champion a FREE when it occupies a square with a Sin placed by you, and attach it to this resource. Each time you attach a Sin turn the SHAZAM! dial to the click number equal to the number of attached Sins.

Unlock the Power of SHAZAM! - At the beginning of your turn, when your Champion has no action tokens, you may roll 2d6 that can't be rerolled and add the current click number from the SHAZAM! dial. If the result is 16 or more, give your Champion a DOUBLE POWER, attach any unattached Sins to this resource, and turn the SHAZAM! dial to click #9.

Count Up Your Sins - Each time one or more action tokens are placed on an opposing character, you may turn the Sin dial once clockwise. Each time one or more action tokens are placed on your Champion, turn the Sin dial once counter-clockwise.

1 THE POWER PERSONIFIED: Your Champion can use Impervious, Probability Control, Pulse Wave, Running Shot, and the Mystics team ability and has "Wing symbol" and "Indomitable symbol". Your

Champion has a range value of 8 if its printed value is less.

2 GIVING IN TO SIN: Your Champion has “FREE: turn the Sin dial three clicks counterclockwise. When you do, choose 1 attached Sin, and your Champion can use its effect until your next turn even if this power is lost.”

3 GROWING TEMPTATION: Your Champion may immediately choose 1 attached Sin and use its effect until the Sin dial is clicked again.

4 EVIL'S SEDUCTION: Your Champion may immediately choose 2 attached Sins and use both of their effects until the Sin dial is clicked again.

5 ULTIMATE TRANSGRESSOR: Your Champion uses the effects of all attached Sins until the Sin dial is clicked again.

Attachable Items

- R102a Envy
- R102b Sloth
- R102c Pride
- R102d Greed
- R102e Lust
- R102f Wrath
- R102g Gluttony

Wizkids Marvel 2015 Exclusives

#M-R001 Supreme Intelligence

Cost: 12

ASSIGN: When building your force, assign this resource to a character on your force of 50 points or more. If the character has the Kree keyword it can be of any point value. At the end of your turn, you may turn the dial once clockwise. If the assigned character hit an opposing character with an attack this turn, you may turn it up to two additional times. The assigned character can use the displayed powers.

MANIFESTING THROUGH YOU: Stop turning the dial when this click is revealed. Give the assigned character a POWER and place it on its card. Replace the assigned character with WK #M-G004 Supreme Intelligence on the same click number as the assigned character. When Supreme Intelligence takes damage, the assigned character takes the same amount of damage. If either the assigned character or Supreme Intelligence is KO'd, so is the other character, but no points are scored for Supreme Intelligence.

Age of Ultron: Storyline Organized Play

#R100 Avengers Round Table

Force Construction - Avengers Round Table costs 5 points. Up to 6 distinct ID Cards may be attached to this resource by paying their point cost. ID Cards may not be included on your force in other ways.

Setup - ID cards are attached to the resource starting with ID Slot #1 and filling each ID Slot incrementally. Each ID Slot with an attached ID Card during force construction is called an active slot, even if the ID Card has been removed.

Clicking the Dial - When you remove an ID Card from this resource using its Call in Help ability, you may roll a d6 and turn this resource's dial clockwise that many times. When a friendly character takes damage from an opposing character's attack, after resolutions turn this resource's dial once clockwise and then turn it a second time if the damage assigned to that character was 3 or more. This resource's dial can't be clicked beyond click #25.

Scoring - Each time an ID card is removed from this resource your opponent scores that ID Card. The base cost of this resource is scored if no ID cards are attached. This resource and any attached ID Cards are scored if all friendly characters have been KO'd.

I CAN HELP RIGHT NOW: You may use any attached ID Card's Call In Help ability.

I'M BETTER SUITED FOR THESE FOES: After revealing your force but before placing characters in your starting area, you may replace a friendly character on your force with an ID Character of equal or less points from your sideline. That character is no longer an ID Character and its ID Card is removed from this resource.

CALL IN THE RESERVISTS: At the beginning of your turn, if a "parachute crate symbol" number is revealed and that ID Slot is active and empty, you may place an ID Card that was removed because you used its Call in Help ability into that slot. If you do, turn this resource's dial once clockwise.

1 LENDING MORAL SUPPORT: At the beginning of your turn, you may choose a friendly character and roll a d6. Until your next turn, that character can use the Inspiration of the ID Card in that ID Slot.

2 I CAN'T GET THERE, BUT I CAN ADVISE: At the beginning of your turn, you may choose an ID Card attached to this resource that you didn't choose last time. Until your next turn, friendly characters can use the Inspiration of that ID Card.

3 AVENGERS ASSEMBLE!: Give any number of friendly characters POWER. For each one given, remove an ID card attached to this resource and place its ID Character adjacent to the character given the action. This game, that character is no longer an ID character, can't ignore pushing damage and returns to your sideline when it takes damage.

#R100 Quinjet (Resource Dial)

RESOURCE DIAL (+5 POINTS):

Force Construction - This resource costs 5 points. Quinjet may be played without paying this cost, but if you do, this dial is ignored. This resource must be assigned to Quinjet.

Clicking the Dial - When you remove an ID Card from the game using its Call In Help ability, you may roll a d6 and turn this resource's dial clockwise that many times. When Quinjet clears action tokens or takes damage from an opposing character's attack, after actions resolve, you may turn this resource dial once clockwise.

Scoring - If Quinjet is KO'd, this resource is removed from the game and scored.

I Have Some Time to Help – FREE: choose an ID Character on your sideline of equal or less points than the resource dial indicates. Place that ID Character on the map adjacent to Quinjet, remove that ID Card from the game and score it, then roll a d6, turning this resource dial to the click number matching the result. That character is no longer an ID Character, can't ignore pushing damage, and is returned to your sideline when it takes damage.

World's Finest

#R100 Justice League Teleporter

Force Construction - Justice League Teleporter costs 5 points. Up to 6 distinct ID Cards may be attached to this resource by paying their point cost. ID Cards may not be included on your force in other ways.

Setup - ID cards are attached to the resource starting with ID Slot #1 and filling each ID Slot incrementally. Each ID Slot with an attached ID Card during force construction is called an active slot, even if the ID Card has been removed.

Clicking the Dial - When you remove an ID Card from this resource using its Call in Help ability, you may roll a d6 and turn this resource's dial clockwise that many times. When a friendly character takes damage from an opposing character's attack, after resolutions turn this resource's dial once clockwise and then turn it a second time if the damage assigned to that character was 3 or more. This resource's dial can't be clicked beyond click #25.

Scoring - Each time an ID card is removed from this resource your opponent scores that ID Card. The base cost of this resource is scored if no ID cards are attached. This resource and any attached ID Cards are scored if all friendly characters have been KO'd.

I CAN HELP RIGHT NOW: You may use any attached ID Card's Call In Help ability.

I'M BETTER SUITED FOR THESE FOES: After revealing your force but before placing characters in your starting area, you may replace a friendly character on your force with an ID Character of equal or less points from your sideline. That character is no longer an ID Character and its ID Card is removed from this resource.

CALL IN THE RESERVISTS: At the beginning of your turn, if a "parachute crate symbol" number is revealed and that ID Slot is active and empty, you may place an ID Card that was removed because you used its Call in Help ability into that slot. If you do, turn this resource's dial once clockwise.

1 LENDING MORAL SUPPORT: At the beginning of your turn, you may choose a friendly character and roll a d6. Until your next turn, that character can use the Inspiration of the ID Card in that ID Slot.

2 I CAN'T GET THERE, BUT I CAN ADVISE: At the beginning of your turn, you may choose an ID Card attached to this resource that you didn't choose last time. Until your next turn, friendly characters can use the Inspiration of that ID Card.

3 THE WORLD NEEDS US: Give any number of friendly characters POWER. For each one given,

remove an ID card attached to this resource and place its ID Character adjacent to the character given the action. This game, that character is no longer an ID character, can't ignore pushing damage and returns to your sideline when it takes damage.

Wizkids Marvel 2016 Exclusives

#MP16-004 Weapons Dial

FORCE CONSTRUCTION & SCORING: This resource costs 10 points and begins on its Red starting line, or costs 5 points and begins on its Blue starting line. Punisher Van may be played without paying this additional cost, but if you do, the Weapons Dial is ignored. Choose 4 different Weapon object tokens and 3 different Weapon 3-D objects to assign to Punisher Van. When a Weapon placed by this resource is KO'd, your opponent does not score it, instead re-assign it to Punisher Van.

ROLLING ARMORY: POWER: choose a Weapon object assigned to Punisher Van of equal or less points than the Weapons Dial indicates. Turn the Weapons Dial a number of clicks equal to that Weapon's cost, then place the Weapon adjacent. When you do and Punisher Van has a pilot named Punisher, after actions resolve you may place him adjacent. This action doesn't deal pushing damage. The Weapons Dial may not be used when it crosses the red line.

Attachable Items

- MP16-s101 Smoke Bomb
- MP16-s102 Frag Grenade
- MP16-s103 Flash Bomb
- MP16-s104 Molotov Cocktail
- MP16-s105 Handgun
- MP16-s106 Semi-Automatic
- MP16-s107 First Aid Kit
- MP16-s108 Sniper Rifle
- MP16-s109 Flamethrower
- MP16-s110 Rocket Launcher
- MP16-s111 Gatling Gun
- MP16-s112 BFG
- MP16-s113 Surveillance Device
- MP16-s114 Riot Shield