

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

EPIC BATTLES

A battle cannot be considered “Epic” unless its Build Total is 400 points or more. Because Epic battles are a Past Rules concept, make sure you ask your judge if a tournament will be considered an Epic battle.

Epic Actions can only be used during Epic Battles. Horde Tokens also behave differently during Epic Battles.

EVENT DIALS

Event dials change one or more rules in a HeroClix battle. Because these changes can be significant—including alterations to the build total, limitations on what can be included in a force, rules in effect during the battle, or the victory conditions for the battle—all players should understand and must agree to the use of an event dial before assembling their forces. In a tournament, if both players agree to use an event dial, they can. If either player does not agree, no event dials can be played.

Only one event dial can be used in a game. Where they conflict, rules for event dials override the rules in the rule book. If both players have an event dial and agree to use them, first player gets to use theirs.

Event dials shape events on the battlefield using rules that change during the course of a game. Battlefield Conditions can’t be used in a game in which the Event Dial is being used.

Before the beginning of the game, turn the event dial so that a green line appears in the stat slot; the event dial can’t be turned back (counterclockwise) past this line. If, while playing an event dial, a red line appears in the slot, the dial can’t be turned forward (clockwise) past this line, though an effect might turn it back. If an event dial has no red line, continue to turn it clockwise past the green line and it is considered to have no end. The event card associated with an event dial explains the rules associated with the dial with a few symbols.

Checkmark: Sets the scene for a game by describing any prerequisites for using the dial, special setup procedures, and any other special rules.

Hourglass: Indicates when to turn the event dial; if not otherwise specified, turn the dial clockwise one click at the indicated time.

Trophy: Changes or additions to the game’s victory conditions.

The event card also describes the effects the event dial will have on a game. Each effect listed on an event card is preceded by a colored circle. When a circle of that color appears in the slot of the associated event dial, the described effect is active.

HORDE TOKENS

Horde tokens are bystander tokens marked with the **M** symbol. Unlike other characters, identical Horde tokens (those with the same set symbol and collector number) can share a single square on the battlefield by being stacked. When stacked they can use special powers called Horde powers. Many Horde powers scale with the number of tokens in the Stack.

STACKING AND UNSTACKING Horde TOKENS

Two or more identical friendly Horde tokens in the same square after resolutions is a Stack. A Stack can contain up to the maximum number of Horde tokens indicated on the token next to the **M** symbol. Horde tokens may be stacked during their placement in the starting area at the beginning of the game. Horde tokens may only be stacked if they began the game on the same force. When a Horde token or a Stack enters a square occupied by an identical Horde token/Stack, you may choose to have the tokens merge into one Stack. If a single Horde token/Stack merges into another Stack, the action that caused the token/Stack to move immediately ends and the Stack is given the action token that the token/Stack would have been given at the resolution of its action. Stacks that move through single Horde tokens may continue their action normally.

Two Stacks can also merge, but are still limited by the maximum Stack size. Any remaining tokens are placed in the last square moved through before merging. When a single Horde token joins or creates a Stack, if the resulting Stack is already marked with an action token (or two) do not place a token on the Stack. Stacks break away normally; single Horde tokens also need to break away when they are moving out of a Stack.

As tokens and Stacks merge into a single Stack, any game effects with an ongoing duration that are affecting the token or Stack are now affecting the Stack. In the cases where this causes an illegal

condition (e.g., holding two objects), the token or Stack joining the Stack has the game effect end as it joins the Stack (e.g., the second object would be dropped).

If a Stack has not yet been assigned an action token during a turn, an individual Horde token in the Stack may unstack. Give the Horde token a MOVE action to leave the Stack and move away. When a token leaves a Stack, any game effects affecting the Stack no longer affect the token.

STACKS ON THE BATTLEFIELD

A Stack of Horde tokens is considered a single character for all purposes. When a Stack would take damage from an attack, remove only one token from the Stack. When any other damage is dealt to the Stack, remove one token for each click of damage. The token removed from the Stack is KO'd. A Stack of Horde tokens has a point value equal to the total point value of all Horde tokens in the Stack. A Stack can't be carried.

HORDE POWERS

Horde powers are explained on the back of Horde tokens. When the **S** symbol appears in the text of a Horde power, it refers to the current number of tokens in the Stack. When the **M** symbol appears in the text of a Horde power, it refers to the maximum number of tokens that Stack can have. When the phrase "When **M**" appears in the text of a Horde power, it refers to a power than can only be used if the current number of tokens in the Stack is the maximum allowed.

EPIC HORDES

In Epic battles, KO'd Horde tokens are removed from the map normally but have a chance to return. At the beginning of each player's turn, that player may place Horde tokens previously removed from the map back into their starting area. For each 100 points of the game's Build Total, a player may return two Horde tokens to the battlefield at the beginning of their turn, to a maximum of 50 total points of tokens per turn. You may return them directly into a Stack if the Stack is in that player's starting area and has less than **M** tokens in the Stack.

RELICS

Certain immobile objects are listed as a "Relic." A Relic's card will have a range of numbers on it. Relics

can't be destroyed.

If a character occupies the same square as a relic, that character may be given a POWER action to roll a d6 that can't be rerolled. This roll is called a relic roll. If the result of that roll is within the indicated range of numbers (or higher), the relic is assigned to that character, placed on that character's card, and the character will gain certain powers/abilities/effects as described on the relic's card.

When a character with a relic on their character card is KO'd or replaced, place the relic in the square they last occupied.

At the end of the game, if any of your relics are assigned to opposing characters or all of your characters have been defeated, victory points for your relic(s) are scored by your opponent. You can never score the points you paid for a relic.