



DC
COMICS™

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WIZKIDS™

HEROCLIX

PRINT & PLAY

SPECIAL OBJECT TOKENS

Text from Player's Guide 6/12/2013

PRINTING INSTRUCTIONS

1. From Adobe® Reader® or Adobe® Acrobat® open the print dialog box (*File > Print or Ctrl/Cmd + P*).
2. Under *Pages to Print > Pages* input the pages you would like to print. (See *Table of Contents*)
3. Under *Page Sizing & Handling > Size* select *Actual size*.
4. Under *Page Sizing & Handling > Multiple > Pages per sheet* select *Custom* and enter *3 by 3*.

PRINTING INSTRUCTIONS

(CONTINUED)

5. Under *Page Sizing & Handling* > *Multiple* > *Orientation* select *Landscape*.
6. If you want a crisp black border around each card as a cutting guide, click the checkbox next to *Print page border* (under *Page Sizing & Handling* > *Multiple*).
7. Click OK.
8. When cutting out tokens use dotted lines as a guide or use a $1\frac{3}{8}$ "– $1\frac{1}{2}$ " hole punch (readily available at most hobby or scrapbooking stores).

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TELEPORT PAD

(optional) If a character friendly to you is adjacent to this object, give the character a power action and move it up to 6 squares, ignoring characters and terrain features for movement purposes.



POINT VALUE: 0

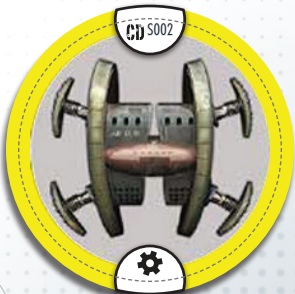
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CD
S001



KINETIC ABSORBER

All clear and water terrain 2 or fewer squares from this object is hindering terrain for movement purposes. This object has no effect when held.



POINT VALUE: 0

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CD
S002



SEPARATION FIELD GENERATOR

A character holding an object or carrying a character immediately drops it into an adjacent square when 3 or fewer squares from this object. The carrying or holding character may continue its move. Objects can not be picked up by characters that are 3 or fewer squares from this object.



POINT VALUE: 0

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CD
S003

LASER TURRET

(optional) Once during your turn (but not during another action) when a character friendly to you occupies this object's square, give this object a free action to make a ranged combat attack (☞ 8, ✖2, 4☚) against any opposing figure. This object has no effect when held.





POINT VALUE: 0

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CD
S004



AERIAL BAFFLER

Any character with the  or  speed mode that is 3 or fewer squares from this object gains Earthbound. Any character it carries takes no damage and is placed in the nearest square it can occupy. This object has no effect when held.



POINT VALUE: 0

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FUEL TANK

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.



POINT VALUE: 0

art by Dundjinni™

CD
S006



TELEPHONE BOOTH

Once per turn, a character occupying the same square as this object can be dealt 1 unavoidable damage as a free action. This object has no effect when held.



POINT VALUE: 0



S001

STRUCTURAL INTEGRITY FIELD

Blocking terrain (but not blocking terrain markers) and walls 6 or fewer squares from this object can't be destroyed. This object has no effect when held.



POINT VALUE: 0



S002

TRAPPED DUMPSTER

When this object is picked up, roll a d6. On a result of 1, deal the character that picked up this object 1 damage immediately after the action resolves (even if the character no longer holds the object).



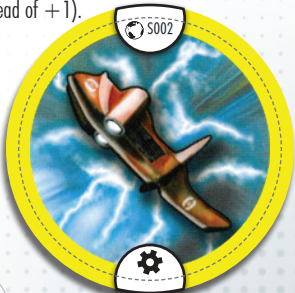
POINT VALUE: 0



S001

MASS-ABSORBER

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



POINT VALUE: 0



S002

OPENED HYDRANT

Clear grounded terrain 3 or fewer squares from this object is water terrain.



POINT VALUE: 0



S003

DYNAMOSTAT

This object is considered to be blocking terrain until it is destroyed, but it may be picked up and moved normally. This object has no effect when held.



POINT VALUE: 0



S004

KINETIC ACCELERATOR

When a character occupying the same square as this object is given a move or power action, 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 the action resolves. If the roll does not allow the given action to be performed against any targets, the action ends immediately. This object is not considered hindering terrain for movement purposes.



POINT VALUE: 0



S100

ORANGE CONSTRUCT TOKEN



75