MARVEL

www.marvel.com

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*.

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 1⅜"–1½" hole punch (readily available at most hobby or scrapbooking stores).

TABLE OF CONTENTS

MARVEL
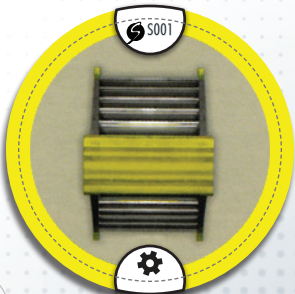
HEROCLIX

STEPLADDER

When this object occupies a square adjacent to a square of higher elevation, the squares are connected by a ladder. This object is not hindering terrain for movement purposes.

S001

POINT VALUE: 0

art by Dundjinni™

S001

STATUE

This object deals 3 damage when thrown as part of an attack targeting terrain or a wall.
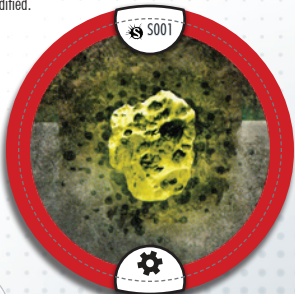
S002

POINT VALUE: 0

art by Dundjinni™

TM & ©2013 Marvel & Subs.

Text from Player's Guide 6/12/2013.

S002

METEORITE

When this object is used in a successful close combat attack, roll one six-sided die and subtract 2 from the result, minimum result 1. add the result to the attacker's unmodified damage value for the attack. The damage value is locked, and the damage dealt can't otherwise be modified.

S001

POINT VALUE: 0

S001

SATELLITE

Give a character holding this object a power action. Remove this object from the game and place a debris token in the square occupied by the character and in any two adjacent, unoccupied squares.

S002

POINT VALUE: 0

S002

FORCE FIELD GENERATOR

This object allows an adjacent character to use Barrier as if the character had a range value of 0. If this object is destroyed, any barrier terrain markers placed using Barrier granted by this object are removed from the game.

S001

POINT VALUE: 0

S001

DARK CAULDRON

Characters 4 or fewer squares from this object can't be healed.

S002

POINT VALUE: 0

S002

TOMBSTONE

The defense value of a character holding a Tombstone is modified by +2. After the resolution of an unsuccessful attack against a character holding a Tombstone, remove Tombstone from the game.
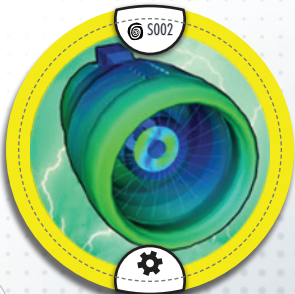

S001

POINT VALUE: 0

S001

SHIELD DISRUPTOR

Damage dealt to characters 4 or fewer squares from this object can't be reduced. This object has no effect when held.
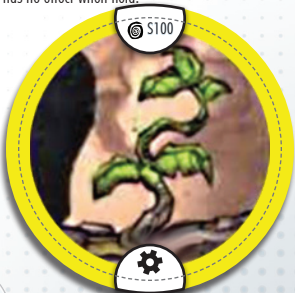

S002

POINT VALUE: 0

-Designed by Jordan R. Silva

S002

ELEHA'AL VINE

Give a character occupying the same square as this object a power action. Roll a d6 and subtract 4 from the result, minimum result 1. Heal the character of damage equal to the result. This object has no effect when held.

S100

POINT VALUE: 0

S100

©2013 WIZKIDS/NECA, LLC   TM & ©2013 Marvel & Subs.   Text from Player's Guide 6/12/2013.