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WIZKIDS™

HEROCLIX

PRINT & PLAY

3-D OBJECT CARDS

Text from Player's Guide 6/12/2013

PRINTING INSTRUCTIONS

These cards are only to be used in conjunction with their respective 3D objects. They cannot serve as proxies for said 3D objects.

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*.

PRINTING INSTRUCTIONS

(CONTINUED)

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*.

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GENERATOR

This object is not destroyed when used in an attack. After the Generator is used as part of an attack, the attacker places it in any square adjacent to the target after the attack resolves.



POINT VALUE: 0



S001

BROKEN DRONE

While a character is holding this object, you may choose to either (1) use this object normally in an attack, or (2) give this character a ranged combat action (treating the character's range value as 4) and make a ranged combat attack against a single target opposing character. An attack using option 2 deals 1 damage but does not destroy this object.



POINT VALUE: 0

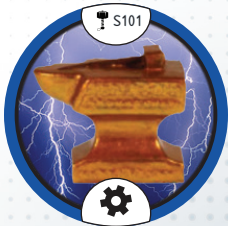


S002

MJOLNIR

Relic: 6.

Modify the character's attack and damage values by +2, and the character can use Quake, Energy Explosion, and the Flight ability.



POINT VALUE: 0

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S101

CRIMSON GEM OF CYTTORAK

Relic: 5-6.

Modify the character's damage value by +1 and the character can use Charge, Super Strength, and Toughness. (Characters can't use more than one damage reduction power.)



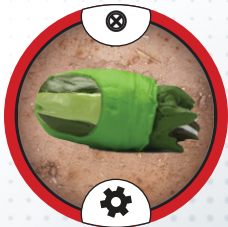
POINT VALUE: 5



S101

FIN FANG FOOM'S FINGER

This object is not a special object—it is a standard heavy object.



SCORPIO KEY™

Relic: 6.

Modify the character's range value by +2, can use Penetrating/Psychic Blast. When that character is defeated, place this object in the square that character last occupied.



4 POINTS

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S101

SHIELD™

This object is not a special object—it is a standard light object.



0 POINTS

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S102

GAMMA BOMB™

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 can be given a free action to roll a d6. On a result of 4 or 5, click the dial 4 clicks to the left (12 is the maximum), and on a result of 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 remove this object from the map.



5 POINTS

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S101

GLOBE OF ULTIMATE KNOWLEDGE™

Relic: 6.

Character can use Outwit.



10 POINTS

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S102

SOUL GEM™

Relic: 5-6.

Character can use Steal Energy. When character KO's an opposing character, heal character of 2 damage.



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S101

POWER GEM™

Relic: 5-6.

If character's printed range value is 4 or less, character can use Close Combat Expert. If character's printed range value is 5 or more, character can use Ranged Combat Expert.



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S102

TIME GEM™

Relic: 5-6.

Character can use Incapacitate and Super Senses.



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S103

SPACE GEM™

Relic: 5-6.

Character can use Phasing/Teleport and the Carry ability. Modify character's speed value by +2.



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S104

REALITY GEM™

Relic: 5-6.

Character can use Probability Control, but only during character's turn.



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S105

MIND GEM™

Relic: 5-6.

Character can use *Mind Control* and *Telekinesis*.



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S106

NOVA HELMET™

Relic: 5-6.

This character can use Charge and the Flight ability and possesses the Nova Corps keyword.



Crash Course in the Nova Corps!



6 POINTS

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S101

COSMIC CUBE™

Relic: 4-6.

Character can use Perplex and Probability Control. Each time a character uses one of these powers, after actions resolve, roll a d6 that can't be rerolled. On a roll of 1-2, place the Cosmic Cube in the square that character occupies.



12 POINTS

As fickle with their masters as they are with their boons.

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S102

IRON MAN BRIEFCASE ARMOR™

Relic: 5-6.

This character can use Force Blast and Invulnerability



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S101

TANK TURRET

Ultra Heavy Object

When used in a close combat 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 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.



2 POINTS

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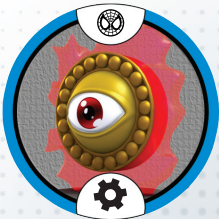


S102

EYE OF AGAMOTTO™

Relic: 5-6.

Characters that are attacked by a character with the Eye of Agamotto on its card can't use Shape Change and Super Senses for the attack. A character with the Eye of Agamotto on its card can use Probability Control when it attacks. If a character with the Eye of Agamotto on its card has the Mystical keyword, it can use Perplex.



12 POINTS

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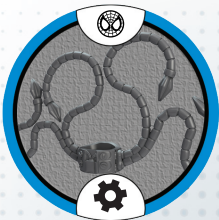


S101

DR. OCTOPUS ARMS™

Relic: 5-6.

A character with Dr. Octopus Arms on its character card has a minimum range value of 4, has ~~444~~, and can use Perplex twice during your turn, but only to target itself.



8 POINTS

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S102

KUURTH'S HAMMER™

Relic: 5-6.

This character can use Charge,   , and Toughness. This character modifies its attack value by +2.



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S101

MOKK'S HAMMER™

Relic: 5-6.

This character can use Plasticity and Running Shot with a minimum range of 4. This character modifies its attack value by +2.



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S102

SKIRN'S HAMMER™

Relic: 5-6.

This character can use Charge,   , and Toughness. This character modifies its attack value by +2.



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S103

GREITHOTH'S HAMMER™

Relic: 5-6.

This character can use  and Running Shot with a minimum range of 4. This character modifies its attack value by +2.



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S104

NERKKOD'S HAMMER™

Relic: 5-6.

This character can use  and Running Shot with a minimum range of 4. This character modifies its attack value by +2.



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S105

SKADI'S HAMMER™

Relic: 5-6.

This character can use Charge, Exploit Weakness, and Toughness. This character modifies its attack value by +2.



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S201

URU FORGE™

Relic: 3-6.

When a character would place this relic on its character card, choose one: 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; or remove this relic from the game and replace it with another relic of equal or less points in the same square.



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S301

M'KRAAN CRYSTAL SLIVER™

Relic: 4-6.

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



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S101