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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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COM DISH

When this object is used in an attack, modify the attacker's damage value by +1 for the attack.



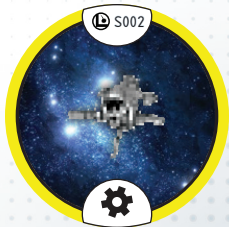
POINT VALUE: 0



S001

NEWSBOT

When you give a character an action to attack using this object, it does not count toward your available actions for the turn.



POINT VALUE: 0



S002

RED LANTERN

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



POINT VALUE: 5



BB
S001

ORANGE LANTERN

When a character uses Poison within 4 squares of this object, that character is considered to be adjacent to opposing characters up to two squares away to which is has a clear line of fire.



POINT VALUE: 5



LB
S002

YELLOW LANTERN

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



POINT VALUE: 5



LB
S003

GREEN LANTERN

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



POINT VALUE: 5



BB

S004

BLUE LANTERN

Characters within 4 squares of this object that can use Barrier or Telekinesis modify their range values by +2 and can use Telekinesis for 10 squares instead of 8 (for all limitations of Telekinesis) if they can already use Telekinesis.



POINT VALUE: 5

BB

S005

INDIGO LANTERN

Characters within 4 squares of this object that can use Support or Regeneration only subtract 1 from their die roll instead of 2 when using those powers.



POINT VALUE: 5



BB
S006

VIOLET LANTERN

Characters within 4 squares of this object that can use Mind Control modify their range value for that attack by +2 (figures with a range of 0 replace their range with 6 instead of 4 for that attack), and if that attack is successful, each character successfully hit modifies its damage value by +1 until its free action granted by Mind Control is resolved.



POINT VALUE: 5

BB
S007

BLACK LANTERN

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



POINT VALUE: 0



BB
S008

BUCKET OF WATER

When not held, a square containing this object is not considered hindering terrain because of this object, it is considered water terrain instead.



POINT VALUE: 0



75
S101

WHITE LANTERN

Characters within 4 squares of this object that can use Support or Regeneration can't have those powers, or special powers that allow their use, countered.



POINT VALUE: 5

DC
S102

GREEN KRYPTONITE™

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



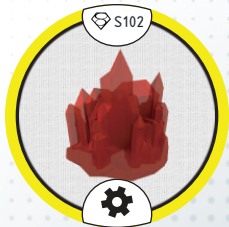
POINT VALUE: 5



S101

RED KRYPTONITE™

Characters within 4 squares must roll a d6 immediately before they are given a non-free action. On a roll of 1-2, the character is given an action token and can't be given any non-free actions this turn, but can use Perplex until your next turn if they can't already use it.



POINT VALUE: 5



S102

JEWEL KRYPTONITE™

Characters within 4 squares can use Mind Control and Smoke Cloud if they can't already. 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.



POINT VALUE: 5



S103

GOLD KRYPTONITE™

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.



POINT VALUE: 5



S104

WHITE KRYPTONITE™

Other squares within 4 squares become clear terrain instead of hindering terrain. This has no effect on objects or water terrain.



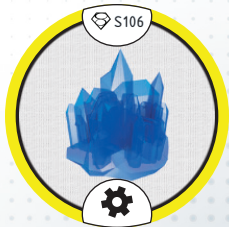
POINT VALUE: 5



S105

X-KRYPTONITE™

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



POINT VALUE: 5



S106

MR. FREEZE'S GUN

Relic 5-6

Character can use Barrier. When it does, it can use Incapacitate as a free action targeting all opposing characters adjacent to a terrain marker placed by this character.



POINT VALUE: 5



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S100

SUIT OF SORROWS

Relic 4-6

This character can use **Battle Fury** and **Super Strength**.



POINT VALUE: 5

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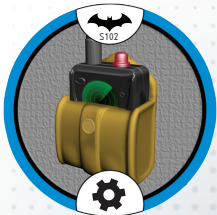


S101

SONIC TRANSMITTER

Relic 4-6

Give this character a power action. Each friendly Flock of Bats may be given a move action as a free action; halve its speed value for the action.



POINT VALUE: 7



GAS PELLETS/SMOKE GRENADE

Relic 4-6

Character can use Smoke Cloud. When it does, after actions resolve it can be given a move action as a free action with a speed value of 4.



POINT VALUE: 3



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S101

BATARANGS

Relic 4-6

Character can use Incapacitate, the Sharpshooter ability and possesses one additional ⚡.



POINT VALUE: 10



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S102

GRAPNEL GUN

Relic 4-6

Character can use   and the Carry ability.



POINT VALUE: 4

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S103

FLASH GRENADE

Relic 4-6

Character can use the Throw a Grenade ability using Flashbang Grenades and has a Grenade Pool: +3

Flashbang (no damage): The target square for this grenade can be within 8 squares. Place an action token on all hit characters that have zero action tokens.



POINT VALUE: 5



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S104

REBREATHER

Relic 4-6

When this character occupies water terrain, it can use Willpower. This character ignores opposing characters' Poison



POINT VALUE: 6



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S105

HANDCUFFS

Relic 4-6

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



POINT VALUE: 5



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S106

BATMAN COWL

Relic 4-6

This character possesses . If character already possesses  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.



POINT VALUE: 5



BAT SIGNAL

Give a character adjacent to this object a power action and choose another friendly character that is not within 8 squares of this object. Place the chosen character adjacent to this character and this object.



POINT VALUE: 2



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S101

RADAR MONITOR

Relic 5-6

This character is a wild card, but can use opposing team abilities instead of friendly team abilities.



POINT VALUE: 10



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S102

DC COMICS
ROBIN UNIFORM

Relic 4-6

This character possesses **T**. If this character already has **T**, it can use the team ability as a free action.



POINT VALUE: 5

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S101

HARVEST STAFF

Relic 6

This character can use Incapacitate and Outwit. When you use Outwit and actions resolve, if this character targets the same opposing character with Incapacitate, modify this character's attack value by +1. Give this character a power action and choose a power; that power is countered on all opposing characters within 5 squares. Give this character a double power action and choose a character within 10 squares and line of fire; deal that character 1 unavoidable damage and all of its powers and abilities are countered until your next turn.



POINT VALUE: 15



DC COMICS
WONDER GIRL LASSO

Relic 5-6

This character can use Steal Energy, but is also healed when its ranged combat attack causes an opposing character to take damage.



POINT VALUE: 5



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S103

SHARK REPELLANT SPRAY

Relic 4-6

Character modifies its defense value by +2 when the target possesses



POINT VALUE: 4

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D-S101

DISGUISE KIT

Relic 4-6

Once per turn, this character may use Shape Change.



POINT VALUE: 7

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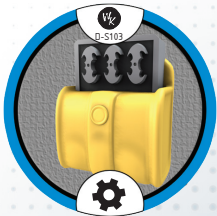


D-S102

TRACER

Relic 4-6

Give this character a close or ranged combat action to make an attack that deals no damage. Until your next turn, lines of fire drawn to characters hit by this attack are only blocked by indoor blocking terrain.



POINT VALUE: 6

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D-S103

BOLOS

Relic 4-6

Character can use Incapacitate with a maximum range of 4.



POINT VALUE: 5

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D-S104

PLASTIQUE EXPLOSIVE

Relic 4-6

Give this character a power action and 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, you may give it a power action to remove the Plastique special marker and destroy all objects, walls, and blocking terrain within 3 squares of the Plastique special marker.



POINT VALUE: 10

KRYPTONITE RING

Relic 4-6

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



POINT VALUE: 3

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D-S106

NIGHT VISION GOGGLES

Relic 4-6

This character ignores hindering terrain for line of fire purposes.



POINT VALUE: 3

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D-S107

FIRST AID KIT

Relic 4-6

Character can use Support but subtracts 3 from the result instead of 2.



POINT VALUE: 5

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D-S108

DC COMICS
THE BOOKCASE

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



POINT VALUE: 6

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S001