

MARVEL

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WIZKIDS™

HEROCLIX

PRINT & PLAY

RESOURCE CARDS

Text from Player's Guide 6/12/2013

PRINTING INSTRUCTIONS

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

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 *1 by 2*.
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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Infinity Gauntlet, 5–6

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The Gauntlet Complete If all six Gems are attached, character's powers and combat abilities can't be countered and character can use Willpower.

1

Beyond Mortal Limits At the beginning of your turn, choose an attached gem that you did not choose during your last turn. Character can use the effects of that gem until the beginning of your next turn as long as this power is showing.

2

Apotheosis Approaching Modify character's combat values by +1. At the beginning of your turn, choose a standard power character can't already use. Character can use that power until your next turn.

3

Ultimate Godhood Attained Modify character's combat values by +2 and character can use the effects of every attached gem. At the beginning of your turn, choose a standard power character can't already use. Character can use that power until your next turn.

- **Cost** – Infinity Gauntlet costs 10 points, plus 5 points for each Gem attached to it. At least one Gem must be attached to the gauntlet to activate it. You can't attach more than one of the same type of Gem.
- **Assign** – Infinity Gauntlet is assigned to a character when you reveal your force and only that character can use its effects. When assigned character is KO'd, opponent scores the Infinity Gauntlet.
- **Setup** – Infinity Gauntlet dial begins on the green line, but does not have a KO click; the dial may rotate past the starting line. You cannot add special objects to your force if Infinity Gauntlet is part of it.
- **Turning the Dial** – At the end of your turn, if assigned character was given a non-free action this turn, choose one: 1) deal assigned character 1 unavoidable damage; or 2) roll a d6 that can't be rerolled and turn the Infinity Gauntlet dial to the right that many times; or 3) if Infinity Gauntlet dial has a special power visible, you may choose to do nothing.
- **Using Effects** – When a Gem, a standard power or a special power is revealed on the dial, assigned character can use the effects associated with that if they can't already. You may only use the Gem effects if that Gem is attached.

POINT VALUE: 15-40



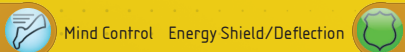
Combat Reflexes



Penetrating/Psychic Blast



Flurry



Energy Shield/Deflection



Close Combat Expert



Exploit Weakness



Ranged Combat Expert



Toughness



Invulnerability



Impervious



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



Power Gem 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.



Time Gem Character can use Incapacitate and Super Senses.



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



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



Mind Gem Character can use Mind Control and Telekinesis.

R100



Smoke Cloud

Barrier



Super Strength

Combat Reflexes



Quake

Energy Shield/Deflection



Steal Energy

Super Senses



Poison

Impervious



Blades/Claws/Fangs

Perplex



Pulse Wave

Probability Control



Penetrating/Psychic Blast

Outwit



Force Construction – The Book of the Skull costs 6 points, plus 3 for each Hammer slot that is activated. Hammers are attached to The Book of the Skull in their corresponding slot.

Assign – The Book of the Skull is assigned to all characters on your force.

Setup – The Book of the Skull begins the game on the green starting line.

Equipping a Character – At the beginning of each of your turns, you may remove a Hammer from The Book of the Skull and place it in the square of a friendly character that is at least 5 squares from any starting area. Also, once per turn you may give a character a power action and remove a Hammer from The Book of the Skull and place it in a friendly character's square that is at least 5 squares from any starting area. Whenever a Hammer is placed in a character's square, that character may immediately use Quake as a free action. If the friendly character is given a power action to place that Hammer on its character card this turn, the roll automatically succeeds and the Hammer is considered to be "equipped" to that character and that character can use its abilities as listed on the Hammer's card. Unless specified otherwise, a character may only be equipped with one Hammer. If the friendly character does not place the relic on its card this turn, then for the remainder of the game, it is a relic as described on its card.

POINT VALUE: 6-30

Victory Points – Any time a character equipped with a Hammer is KO'd, the player scoring victory points for that character scores an additional 3 points for each equipped Hammer and the Hammers are removed from the game. If the entire force is defeated, then the player who scores victory points for the last character on the force is also awarded 6 points for The Book of the Skull and 3 points for each Hammer still attached to it.

Empowered by the Serpent

At the beginning of each of your turns you may choose one friendly character equipped with a Hammer. Until your next turn, that character has its combat values modified and it can use the powers as listed in The Book of the Skull's dial window. The modifiers and powers available to the character depend on the number of Hammers that were attached to The Book of the Skull at the start of the game:

1-2 Hammers	Characters can use slot # 1
3-4 Hammers	Characters can use slots # 1 - 2
5-6 Hammers	Characters can use slots # 1 - 3
7-8 Hammers	Characters can use all slots

When a combat symbol appears in Slot #1, the chosen character modifies that combat value by +1. When a bonus (e.g., +1) appears in Slot #1, the chosen character modifies all of their combat values by the indicated amount. The other slots show a power that the chosen character can use.

Turning the Dial – When an opposing character takes damage from a friendly character equipped with a Hammer, roll a d6 and turn the Book of the Skull dial that many times to the right. If the opposing character was KO'd by that damage, turn the Book of the Skull dial 3 additional clicks. When the dial is clicked past its red line, click it one more time.

After 3 Hammers have been equipped to friendly characters, friendly characters may be given a power action to exchange one equipped Hammer with the equipped Hammer of another friendly character.

After 4 Hammers have been equipped to different friendly characters, friendly characters may be equipped with up to 2 Hammers each.

After 7 Hammers have been equipped to friendly characters, friendly characters equipped with Hammers can use the Power Cosmic team ability.

1

Characters can use Pulse Wave and Penetrating/Psychic Blast.

2

Characters can use Perplex and Probability Control.

3

Characters can use Perplex and Outwit.

4

Characters can use Probability Control and Outwit.

5

Characters can use Probability Control, Outwit and Perplex.