# HeroClix CRISIS

The
**ANTI-MONITOR**
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# THE PLAYERS

## ANTI-MONITOR RULES

In addition to the general rules for colossal characters, the following rules apply specifically to the ANTI-MONITOR:

### Point Value

The ANTI-MONITOR can be played at any of three different power levels, each with its own corresponding point value and starting position on his combat dial, as shown in Table 1. When adding the ANTI-MONITOR to a force, before play begins decide at which power level he will be played, then turn the ANTI-MONITOR's combat dial to the starting line of the indicated color.

### TABLE 1: ANTI-MONITOR POWER LEVELS

| Power Level | Point Value | Starting Line |
|---|---|---|
| Destroyer | 600 | Yellow |
| Obliterator | 800 | Blue |
| Annihilator | 1,000 | Red |

### General Rules

The ANTI-MONITOR is governed by the following general rules:

- He is not affected by Exploit Weakness, Force Blast, Incapacitate, Mind Control, Plasticity, Poison, Possession, Psychic Blast, Shape Change, Steal Energy, Support, or any ability, power, or effect that reproduces those powers or allows their use.
- He cannot be moved by Telekinesis, although he can be the target of a Telekinesis attack.
- He cannot be knocked back.
- He can be attacked by grounded or elevated characters using close or ranged combat attacks, and is adjacent to characters in adjacent squares, regardless of elevation.
- He cannot be carried or captured.

### Actions and Pushing

The ANTI-MONITOR can be given only one action per turn, regardless of his chosen power level. The ANTI-MONITOR's player can push him on any number of successive turns, even if he already has two action tokens on him; the Quintessence team ability protects him from pushing damage that would normally be taken for doing so. If the ANTI-MONITOR is not given an action on his player's turn, remove all action tokens from him.

### Moving

The ANTI-MONITOR's base occupies 4 squares on a battle map (2 squares by 2 squares). He must begin the game with his base completely in his player's starting area.

When moving the ANTI-MONITOR, choose any square adjacent to him to begin counting movement. He must end his movement so that part of his base rests on one of the squares within his movement range. If he moves over or stops on an object, the object is destroyed. He can't end an action with parts of his base both occupying and not occupying elevated terrain.

### Attacking

The ANTI-MONITOR can be adjacent to a maximum of 12 squares. He can attack and be attacked through any of them. The ANTI-MONITOR can make a ranged combat attack against any character in range, even if that character is in an adjacent square.

Lines of fire drawn to and from the ANTI-MONITOR are not blocked by standard characters (characters with the ⚡ damage symbol), but they are blocked by giant characters (characters with the 👣 damage symbol) and other colossal characters. Blocking terrain blocks a line of fire drawn to or from the ANTI-MONITOR normally.

For the complete **HEROCLIX**® rules, visit **www.HEROCLIX.com**.

## ANTI-MONITOR

Created millions of years ago with the birth of the anti-matter universe, the ANTI-MONITOR was linked with the MONITOR in the positive-matter universe. Realizing the existence of his positive-matter twin, the ANTI-MONITOR was able to sever this link and begin harnessing power from the destruction of positive-matter universes. As he did this, the MONITOR weakened with each reality that was destroyed.

## THUNDERER OF QWARD

Fierce warriors from the militaristic anti-matter world of Qward, the THUNDERERS were employed by the ANTI-MONITOR to construct his massive cosmic engines. Their primary weapons are lightning bolt–shaped projectiles capable of bringing down even the sturdiest foes.

## SHADOW DEMON

Beings of pure shadow, SHADOW DEMONS are extensions of the anti-matter energy that fuels the ANTI-MONITOR. A single SHADOW DEMON was able to possess the powerful HARBINGER and use her to kill the MONITOR.

## PARIAH

Kell Mossa was a scientist on an alternate Earth who created a technology that allowed him to see the creation of the universe. This act brought his Earth to the ANTI-MONITOR's attention, who subsequently destroyed it. Kell was changed by this encounter and gained the involuntarily ability to be pulled to great tragedy and loss, while remaining powerless to stop it. For this, he took the name PARIAH.