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HEROCLIX

PRINT & PLAY

BATTLEFIELD CONDITION CARDS

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.

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DUMMY BATTLEFIELD CONDITION

This card does not affect gameplay in any manner.

BF001

BRIGHT LIGHTS

When determining line of fire, ignore Stealth and team abilities that duplicate the effects of Stealth.

WHAT?

BF001

DEEP SHADOWS

Treat all non-blocking terrain as hindering terrain for line of fire purposes. Characters that have range values greater than 6 have range values of 6 instead, and range values can't be modified to a value more than 6. Powers, abilities, and effects able to affect characters more than 6 squares away instead can only affect characters up to 6 squares away.

BF002

ORDINARY DAY

Cancel a single target battlefield condition.

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BF003

OVERCONFIDENCE

A character with Perplex may use it only on its own combat values.

BF004

RADIATION LEAK

When a character uses Regeneration or when a character is the target of Support, instead of following the rules for those abilities, roll one six-sided die and subtract 3 from the result. Treat a negative result as damage dealt to the character that may not be evaded or reduced.

BF006

INFILTRATION

When placing characters at the beginning of the game, characters that can use Phasing/Teleport, Smoke Cloud, or Stealth on their starting positions can be placed into hindering terrain up to half their unmodified speed values away from their starting areas.

Characters that can use the Swim ability on their starting positions can be placed in water terrain up to half their unmodified speed values away from their starting areas.

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BF001

MADNESS

Critical hits are critical misses instead, and vice versa.
When a character uses Support, the target is healed of
1 fewer damage on a critical hit.

BF002

INTERNAL STRIFE

Characters get +1 to their attack values whenever they make a close or ranged combat attacks against opposing characters with which they share the same team symbol.

RALLY

Whenever the character with the highest point value remaining on your force is defeated, remove one action token from all characters on your force, as applicable, and then remove the defeated character from the game.

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BF004

ORDINARY DAY

Cancel a single target battlefield condition.

BF005

DEBRIS

Each player must place three additional standard objects in addition to those included in their force.

CD
BF001

At the end of a turn, if any character is in the same square as a non-held object or in a square adjacent to a non-held object, roll one six-sided die. On a result of 5 or 6, deal 1 damage (that ignores all effects that reduce damage) to all characters in the same square as or adjacent to the object, and then remove the object from the game.

CRITICAL STRIKE

At the beginning of each of the first player's turns, place a strike token on this card if there are fewer than six strike tokens on this card. When a friendly character is attacking a single opposing character and the result is a critical hit, you may choose to deal damage normally, or deal damage equal to the number of strike tokens on this card and then remove all strike tokens from this card.

Once per turn as a free action, you may choose to remove from the game a bystander token adjacent to a friendly character. No victory points are scored for the removed bystander token.

BF002

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MISTRUST

When characters that have the same team symbol or team ability are adjacent to each other, modify their defense value by -1, to a maximum of -1.

BF003

COMMUNICATION BREAKDOWN

Before the beginning of the game's first turn, the player playing Communication Breakdown chooses one combat value; that combat value cannot be modified during the game. When rolling a six-sided die for Leadership, subtract 1 from the result.

BF004

DEFIANCE

When one of your characters makes a critical hit, remove an action token from a friendly character that has not been given an action (including a free action) this turn.

BF001

DE-FEATED

At the beginning of each player's turn, that player must roll a d6. On a result of 1, feats assigned to characters controlled by that player are ignored until the beginning of the next player's turn.

BF001

PACIFICATION

When 4 or more damage would be dealt, reduce damage dealt by 1.

BF002

SHRUNK

All characters with the 🔱 damage symbol have the ✴ damage symbol instead. All range values are halved, as is the range of all effects that have a range.

SKYSCRAPERS

Elevated terrain is blocking terrain.

ISOLATION

Combat values can't be replaced by higher values.

BF002

HIGH GRAVITY

Light objects are considered to be heavy objects, and heavy objects are considered to be immobile objects. If a character carries another character during an action, deal the carrying character 1 damage after the action resolves.

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

BF003

ORDINARY DAY

Cancel a single target battlefield condition.

BF004

ANTIMATTER UNIVERSE

Critical hits do not increase damage dealt.

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BF100

GROUNDED

The Carry ability can't be used.

BF001

DEEP SHADOWS

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BF003

BIZARRO WORLD

A critical miss does not deal the attacker damage. Instead, after the attack resolves the target of the attack is healed of 1 damage.

After a critical hit is resolved, remove an action token from the target of the attack if it has one or more action tokens.

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BF101

DAY OF DISCORD

Combat values cannot be replaced by the combat values of other characters.

BLACKEST NIGHT

Characters can't be healed by standard powers or team abilities unless they possess the Black Lantern Corps keyword.

BRIGHTEST DAY

Characters do not take pushing damage for receiving a second action token to use Regeneration or Support.

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BF001