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HEROCLIX

PRINT & PLAY

FEAT 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*.

PRINTING INSTRUCTIONS

(CONTINUED)

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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ARMOR PIERCING

Choose a character.

Damage dealt by the character may not be reduced below 1.



10
COST


F001

DAMAGE SHIELD

Prerequisite: Close Combat Expert, Combat Reflexes, Energy Shield/Deflection, Flurry, Hypersonic Speed, Impervious, Invulnerability, or Poison

Choose a character.

When the character is the target of a successful close combat attack, the attacker is dealt 1 damage after the attack resolves.



10
COST


F002

IN CONTACT WITH ORACLE

Choose two or more characters; Oracle may not be chosen. Chosen characters are Agents.

As long as it is not the target of Mind Control, when an Agent is given an action you may choose to give one of its combat values +1 until the beginning of your next turn.

If ★#085 Oracle is on your force, you may remove her from the battlefield at the beginning of the game and place her on this card. If Oracle is on the card, at the beginning of any of your turns, you may assign a power action to any Agent with zero or one action token and turn Oracle's dial to any click. The Agent given the action may use any power showing on Oracle's dial until any Agent with zero or one action token is given a power action to turn Oracle's dial. If your last Agent is KOd while Oracle is on this card, Oracle is also KOd.

10*
COST

*Per character chosen.


F003

FORTITUDE

Prerequisite: 

Choose a character.

The character ignores other characters' Exploit Weakness. Outwit can't be used by other characters to counter the character's powers.



25
COST


F004

LARGE OBJECT

Prerequisite: Super Strength or Telekinesis

When any character you control uses an object as a weapon, you may reduce the damage increase provided by the object, to a minimum of 1 damage. The character gets +1 to its attack value for that attack for each 1 damage reduced.

*3 per 100 points of the game's build total.



3*
COST


F005

LAZARUS PIT

Choose a character.

When the character is KOd, remove it from the battlefield, place it on this card on its first KOd click, and then place a Special marker on the square where it was KOd. At the beginning of each player's turn, you may either heal the character of 1 damage or return it to the battlefield on the square with the Special marker. If you return the character to the battlefield, remove this Lazarus Pit from the game; roll a one six-sided die at the beginning of each of your turns. On a result of 5 or 6, remove the Special marker from the battlefield. As long as the Special marker is on the battlefield, the character gains Battle Fury, Toughness, and Willpower; it may not use any of its other powers or its team ability.

When time expires, or if all other members of the character's force are KOd while the character is on this card, the character is KOd. The character awards victory points each time it is KOd.

*10 if Ra's Al Ghul is the chosen character.

20*
COST


F006

STUNNING BLOW

Prerequisite: Incapacitate

Choose a character.

When the character makes a successful attack using Incapacitate, in addition to the normal effect of Incapacitate the character may deal damage equal to its unmodified damage value. The attacker may choose to divide damage dealt among the successfully hit targets.



10
COST


F007

TRICK SHOT

Prerequisite: Plasticity or Ranged Combat Expert

Choose a character.

When making an attack from a square that is not adjacent to an opposing character, the character ignores Stealth and team abilities that duplicate the effects of Stealth, and it ignores characters and hindering terrain for line of fire purposes.

20
COST




F008

SUBMERGED

Prerequisite: 

Choose a character.

When it is not your turn, if the character occupies water terrain, lines of fire drawn to it are blocked.

5
COST


F001

SLIPPERY

Prerequisite: Combat Reflexes or Defend or defense value greater than 17

Choose a character.

The character ignores other characters' Plasticity, and it fails to break away only on a result of 1.

15
COST


F002

DIVEBOMB



Prerequisite: 

Choose a character.

When soaring, the character may make close combat attacks against grounded characters.

10
COST


F003

SIDEKICK

Choose two characters: The first character must have a point value at least twice that of the second character. The two characters must be adjacent in order to use this feat. Neither character may carry the other.

(Optional) The second character uses the first character's unmodified defense value instead of its own when it is attacked by an opposing character.

10
COST


F004

UNSTOPPABLE

Prerequisite: Super Strength

Choose a character.

The character ignores the effects of hindering terrain for movement purposes. Once when given a move action, the character can make a close combat attack targeting blocking terrain or a wall as a free action. If the attack succeeds, the character can continue the rest of its movement, if any, after making the attack.

5
COST


F005

BRILLIANT TACTICIAN

Prerequisite: Outwit and Perplex

Choose a character.

Outwit does not need to show in the character's stat slot in order for the character to use this feat. When the character uses Perplex, the character can affect every target friendly character that shares a team symbol or keyword with it. The character must have clear line of fire to each target.

20
COST


F006

SIPHON POWER

Prerequisite: Wild card team ability

Choose a character.

This character has the following team ability instead of any team ability for team symbols printed on its base: Once at the beginning of each player's turn, this character may choose and use on that turn any team ability that any figure on the battlemat possess. This team ability follows all other rules for the wild card team ability.

20
COST



F007

SWINGLINE



Prerequisite: 

Choose a character.

The character ignores hindering terrain for movement purposes. If the character succeeds at a ranged combat attack against a target opposing character with the  speed symbol, the target gains Earthbound until the beginning of its controller's next turn.

10
COST


F008

DARKNESS WITHIN

Choose a character.

(Optional) Once per turn immediately before this character makes an attack, deal 1 pushing damage that ignores Willpower and team abilities to a single target friendly character adjacent to the character; this is not an attack: The character gets +1 to its damage value for that attack. The friendly target does not receive an action token for this pushing damage.

15
COST


F009

INSPIRING COMMAND

Prerequisite: Leadership or Mastermind

Choose a character.

Characters with the same team symbol as the character and a lower point value than the character are not dealt pushing damage when a second token is placed upon them if they are adjacent to the character at the beginning of an action.

15
COST

CD
F001

FLASHBANG

Prerequisite: Smoke Cloud

Choose a character.

The character can use Smoke Cloud as a free action if it is given a move action immediately before or after using Smoke Cloud.

After this feat is used, remove it from the game.

3
COST

CD
F002

AMBUSH

Prerequisite: Stealth

Choose a character.

The character gets +2 to its attack value when it makes a close combat attack while occupying hindering terrain. After the attack resolves, the character's Stealth is countered until the beginning of your next turn.

5
COST

CD
F003

MOVETHROUGH

Prerequisite: Charge

Choose a character.

The character ignores other characters for movement purposes, but it must still break away, as normal.

8
COST

CD
F005

RUNNING START

Prerequisite: Plasticity or Stealth

Choose a character.

Do not halve the character's movement when it begins a move action in hindering terrain.

5
COST

CD
F006

LOOK! UP IN THE SKY!

Prerequisite: 

Choose a character.

When the character is given a move action, modify its speed value by +2 until the action is resolved.

A character assigned this feat cannot carry other characters and automatically breaks away from other soaring characters.

9
COST

CD
F007

CONSTRUCT

Prerequisite: Barrier

Choose a character.

Any opposing character adjacent to a barrier marker placed by the character that attempts to move (or would be moved by a power, ability, or effect possessed by another character) must attempt to break away. The effect of this feat ignores powers, abilities and effects that allow a character to break away automatically.

14
COST

FOOT

MERCENARY

Prerequisite: No team symbol

Choose a character.

Before the beginning of the game's first turn, choose a team ability possessed by a friendly character. The team ability cannot be a wild card, must be usable by wild cards and cannot be an Additional Team Ability. The character is a wild card that can only use the chosen team ability when adjacent to a friendly character possessing that team ability and a higher point value.

*Minus 5 for each friendly character with the chosen team ability, minimum cost 10.

25*
COST



F001

DISINTEGRATE

Prerequisite: Close Combat Expert or Exploit Weakness or Poison

Choose a character.

When the character is given a close combat action, before making the close combat attack, remove from the game an object adjacent to the character or an object held by a character adjacent to the character.

7
COST



F002

DISSENT

Prerequisite: Outwit

Choose a character.

When the character uses Outwit, it may choose to counter a team ability possessed by a single target opposing character.

18
COST



F003

COORDINATION

Prerequisite: Any team symbol

Choose a character.

Lines of fire to and from the character are not blocked by characters with the same team symbol.

6
COST



F004

TRIAGE

Prerequisite: Support

Choose a character.

When the character uses Support and succeeds, the resulting healing can be divided among the target and any other friendly characters (none of which may be adjacent to an opposing character) to which the character is adjacent and that the attack roll would hit (ignore all combat value modifiers). The target must be healed of at least 1 damage.

10
COST



F005

POUNCE



+1



+1

Prerequisite: Leap/Climb and damage value 1 or 2

Choose a character.

Give this character a power action. Move the character up to its speed value and makes a close combat attack as a free action. After resolving the attack, the character takes 1 unavoidable damage.

15
COST



F006

REPULSOR



Prerequisite: Force Blast

Choose a character.

When the character succeeds at a ranged combat attack against a single target opposing character, after the action is resolve the target is knocked back.

10
COST


F007

COMPEL

Prerequisite: Mind Control

Choose a character.

When the character uses Mind Control, it can target a single friendly character that has already been given an action this turn. If the attack succeeds, after the action is resolved deal 1 unavoidable damage to the target.

15
COST



F008

ENTRENCH

Prerequisite: Defend or Enhancement

Choose a character.

Friendly characters adjacent to the character ignore knock back and critical hits.

5
COST



F009

THWART

Prerequisite: Mastermind or Outwit

Choose a character.

Give the character a power action. Place a thwart token on a target feat card assigned to a character that is 10 or fewer squares from the character and to which the character has a clear line of fire. The target feat is ignored until a character to which it is assigned is given a power action specifically to remove the thwart token.

15
COST



F010

DRAG

Prerequisite: 

Choose a character.

Give the character a power action when it is adjacent to a target opposing character. If the character successfully breaks away, move the character up to half its speed value and then place the target in an unoccupied square adjacent to the character. If the target is not a flying character and occupied a square of elevated terrain, and then was placed in a square on a lower elevation, deal it 2 damage after being placed.

5
COST



F001

POINT BLANK

Prerequisite: Ranged Combat Expert

Choose a character.

Give the character a ranged combat action and modify its attack value by +1 if the target of the attack is 4 or fewer squares away.

4
COST



F001

ENDURANCE

Prerequisite:  and 

Choose a character.

When the character would be dealt pushing damage, you can instead choose to deal no damage to the character and put an endurance token on this card. If there are endurance tokens on this card when the character is given a non-free action, after the action resolves, roll a d6. on a result of 1 or 2, deal the character unavoidable damage equal to the result plus the number of tokens on this card, then remove all tokens from this card.

5
COST



F002

BRILLIANT TACTICIAN

Prerequisite: Outwit and Perplex

Choose a character.

Outwit does not need to show in the character's stat slot in order for the character to use this feat. When the character uses Perplex, the character can affect every target friendly character that shares a team symbol or keyword with it. The character must have clear line of fire to each target.

20
COST



F003

UNSTOPPABLE

Prerequisite: Super Strength

Choose a character.

The character ignores the effects of hindering terrain for movement purposes. Once when given a move action, the character can make a close combat attack targeting blocking terrain or a wall as a free action. If the attack succeeds, the character can continue the rest of its movement, if any, after making the attack.

5
COST



F006

CONTINGENCY PLAN

Prerequisite: Leadership or Mastermind

Choose a character.

If the character's controller does not use all of his or her actions for a turn, put a contingency token on this card if there are two or fewer tokens on this card. When a friendly character is given an action, you can remove any number of tokens from this card: The character modifies the friendly character's speed, attack or range value by +1 for each token removed.

12
COST



F007

CANNONBALL

Prerequisite: Impervious or Invulnerability or Super Strength

Choose a character.

When the character is on elevated terrain, it can move to the next lowest elevation without using a ladder or stairs. When the character is knocked back off of elevated terrain, it ignores knock back damage.

4
COST



F002

OPPORTUNIST

Prerequisite: Charge or Running Shot or Willpower; point value of 50 points or more.

Choose a character.

If the character has zero action tokens at the end of your turn (before tokens are removed from characters), put an opportunist token on this card if there are four or fewer opportunist tokens on this card.

When the character or an adjacent friendly character makes an attack, after making the roll you can remove any number of opportunist tokens from this card and modify the result of the attack roll by +1 for each token removed. If opportunist tokens are removed when another character makes an attack, deal the character 1 unavoidable damage after the action resolves.

10
COST



F003

SIDESTEP

Prerequisite: 

Choose a character.

When using the Duo Attack special ability, before making the second attack the character can attempt to move up to 4 squares (it must still break away, if necessary). If it moves, it must be able to attempt the second attack after the move.

10
COST



F004

GIANT STRIDE

Prerequisite:



Choose a character.

When the character has zero action tokens and is moved as part of a move or power action, it ignores the effects of other characters on movement, though it must break away normally.

9
COST



F100

FALL BACK

Prerequisite: Combat Reflexes, Super Senses, or Phasing/Teleport

Choose a character.

When the character makes a close combat attack that would knock back a single target opposing character, the character can choose not to knock back the target. Instead after the attack is resolved move the character directly away from the target (the character breaks away automatically) for each 1 damage taken by the target.

5
COST



F101

MANEUVER

Prerequisite: , Close Combat Expert or Combat Reflexes

Choose a character.

When the character makes a close combat attack against a single target opposing character, after the attack is resolved, put the target in any unoccupied square adjacent to the character.

8
COST



F102

SCATTER!

Prerequisite: Defend or Leadership or Super Senses

Choose a character.

When the character is the target of an attack, immediately after the attack resolves you can move up to three friendly characters adjacent to the character up to half their unmodified speed values. The moved characters must break away normally and can't end their movement adjacent to any opposing character.

8
COST


F001

LUNGE

Prerequisite: Close Combat Expert or Leap/Climb

Choose a character.

When the character is given an action, but immediately before it makes a close combat attack, it can break away automatically and move up to 2 squares.

5
COST


F002

SUPPRESSIVE FIRE

Prerequisite: Enhancement or Ranged Combat Expert or Sharpshooter

Choose a character.

At the end of your turn, you can choose a target opposing character 8 or fewer squares away to which the character can draw a clear line of fire; give the chosen character a Suppression token. Until the beginning of your next turn, if the chosen character would be given a ranged combat action or make a ranged combat attack, its controller must roll a d6; on a result of 1 or 2, the attack can't be made or the action can't be given (the action can still be given to another character, if possible).

At the beginning of your next turn after the character uses this feat, remove all Suppression tokens from opposing characters and then either remove this feat from the game or roll a d6; on a result of 1–4 give an action token to this character (the token deals pushing damage normally).

5
COST


F003

GETAWAY

Prerequisite: Mastermind

Choose a character.

Following the resolution of an attack in which the character uses Mastermind, the character can immediately break away automatically and move 1 square for each damage that was dealt to a friendly character via that use of Mastermind.

4
COST


F004

SKULLDUGGERY

Prerequisite: Exploit Weakness or Poison

Choose a character.

Once per turn when the character deals damage to a target opposing character you can roll 2d6; on a result of 9-12, you can give an action token to the target if it has zero action tokens.

5
COST


F005

FLASHBANG

Prerequisite: Smoke Cloud

Choose a character.

The character can use Smoke Cloud as a free action if it is given a move action immediately before or after using Smoke Cloud.

After this feat is used, remove it from the game.

3
COST


F006

BOOK OF DESTINY

Prerequisite: Probability Control or Super Senses

Choose a character.

At the end of your turn, choose an opposing character 6 or fewer squares away from the character to which it can draw a clear line of fire. Until the beginning of your next turn, the chosen character can't use Outwit or Probability Control, and can't evade attacks. At the beginning of your next turn, remove this feat from the game.

4
COST


F101

ENERVATION

Prerequisite: Defend or Support

Choose a character.

During an opponent's turn, if an action token would be given to a friendly character adjacent to the character, roll 2d6; on a result of 9-12, the token is not given.

7
COST


F102

RETALIATION

Prerequisite: , Leap/Climb or Blades/Claws/Fangs or Outwit or Super Senses, point value of 60 or greater

Choose a character.

When the character takes damage but isn't defeated by a close combat attack made by an opposing character, after the resolution of the attack you can roll 2d6. on a result of 9-11, deal the attacker 1 damage; on a result of 12, deal the attacker 2 damage.

After this feat is used, remove it from the game.

5
COST


F103

PRECISION DEMOLITION

Prerequisite: Close Combat Expert or Super Strength

Choose a character.

When the character destroys a wall or blocking terrain, do not place debris markers; instead place SPECIAL markers to indicate that the wall or blocking terrain has been destroyed.

5
COST


F104

SHOW OFF

Prerequisite: 

Choose a character.

When using the Duo Attack ability, if this character KO's an opposing character with the first attack, you may choose to not give this character a free action for the second attack. Instead, do not give this character an action token for the action, though the action still counts towards your available actions.

6
COST

BB
F001

POWER BARRAGE

Prerequisite: 

Choose a character.

This character may make a close or ranged combat attack as a free action with its attack and damage values modified by -1 for the attack if it deals damage to an opposing character using any of the following powers: Blades/Claws/Fangs, Energy Explosion, Pulse Wave, Quake, Incapacitate, Penetrating/Psychic Blast or Telekinesis.

6
COST

BB
F002

NOT SO SPECIAL

Prerequisite: None

Choose a character.

Whenever this character attacks an opposing character possessing a Special Power, if this character currently possesses no Special Power or Traits, modify this character's attack value by +1.

3
COST

BB
F003

RECHARGE

Prerequisite: Energy Explosion

Choose a character.

Whenever a total of 2 or more damage is taken by opposing characters while this character is using Energy Explosion, heal this character of 1 damage after actions resolve.

5
COST

BB
F004