HEROCLIX: BLITZ V1.4

HEROCLIX: BLITZ is an advanced scenario for use with the Marvel Heroclix collectible miniatures game from WizKids. It’s football with superheroes! Well, there is a ball... and there are two end zones... what results is more or less football. Enjoy this scenario and feel free to send in suggestions and questions. The latest versions of this and other Heroclix scenarios are available at:
http://www.markleamanstudios.com/games.htm

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WHAT YOU’LL NEED TO PLAY

TO PLAY HEROCLIX: BLITZ YOU’LL NEED...

- THESE RULES
- THE PLAY CARDS FROM THE BACK OF THIS BOOKLET
- AT LEAST 10 HEROCLIX MINIATURES FOR YOUR TEAM
- HEROCLIX STARTER SET PARTS: DICE, MAP, Markers, Rulebook
- AN OPPONENT
- A FOOTBALL MARKER OR TOKEN

SET UP

Each player, or coach as it is in this scenario, has 500 POINTS to build his or her team with. Each team must roster at least 10 miniatures at the start of the game. NOTE: YOU MAY ONLY FIELD 8 PLAYERS AT A TIME. The 9th and 10th team members are considered benched until they are substituted into play using the coach card. Bench miniatures may not use any of their abilities as they are considered out of play. Each coach may not have more than 12 miniatures on his or her roster.
Each coach starts with two actions a turn. Each coach may receive more actions through abilities from the actual Heroclix miniature or by purchasing an Assistant Coach Card.

**NOTE:** You must field 8 miniatures at the start of the game! If any of your team members are KO'd during the game, unless you have a backup sitting on the bench, you give your opponent the power play and must continue playing with the downsized team.

The play area is a 2'x3' playing field. Use the maps provided with Heroclix Starter Set reducing the width of the map 8 squares, disregarding the map terrain. Consider the map a blank, empty field. The last rows of squares on either end of the map are the end zones.

**NOTE:** Cross or pass the ball into the end zone with a friendly miniature and your team scores a point! Touchdown!

Each coach sets up his or her team anywhere in his or her end zone. Place the football marker in the middle of center field. The first miniature to the ball has possession. Possession ends with a fumble, turnover, interception, k.o. or a touchdown. When a point is scored, each team sets up in the end zones again, and the ball is placed on the center square of centerfield.

**IMPORTANT GAME NOTE**
Generally, the object of the game is to gain possession of the ball and score a point. However, a miniature can attack any other miniature on the table, not just the ball carrier. Unless otherwise stated in these rules, the current rules from WizKids apply!

**WINNING**
First team to score **3 points** wins!

**STUFF COACHES CAN BUY FOR THEIR TEAM**

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*Roster upgrades are only available in league play.

**NEW ACTIONS**

**BLOCKING**
The 8 squares (or 2” radius from center of miniature) surrounding a miniature are its blocking zone. Blocking is considered a combat action. Unlike a normal combat action, miniatures may block on their “off” turn as a **free action** only if a miniature carrying the ball passes through an unfriendly miniature’s blocking zones.
A miniature can block if it has no more than one action token on it. Mark the blocking miniature with an action token. Placing a second token on a miniature performing a block does not cause the blocking miniature to push, but it still must rest on its next turn. As one miniature enters another miniature's blocking zone make a close combat attack with the miniature performing the block. If the attack succeeds the moving miniature must stop movement where it stands and make a fumble check. The block attack does no damage. To continue movement on the blocked miniature's next turn, it must successfully make a breakaway check.

**Tackle**

A tackle is similar to the charge power. An unfriendly miniature may attempt to tackle the miniature with the ball on its turn if it is within half of its movement range. Once the tackling miniature is adjacent to the ball carrier, it performs a close combat action as normal. However, the miniature performing the tackle takes a click of damage regardless if the attack is successful or not. If the tackle was between two soaring miniatures, and was successful, both miniatures are considered grounded at the location of impact. Move their flight indicators to hovering.

**Passing**

To perform a pass, a player must make a ranged attack roll at the target they are attempting to hit. If they fail the pass attempt the ball scatters according to a scatter roll behind the receiving miniature. If a miniature makes a pass attempt with an unfriendly miniature adjacent to it, it must first make a breakaway check. If the breakaway fails that miniature receives a movement action token. There are only two types of pass plays: Short Pass and The Bomb. The short pass is a pass up to 5 squares, a Bomb pass is a pass greater than 5 squares up to 10 squares. The Bomb pass receives a -2 penalty on the passer's attempt roll.

The only way a miniature may perform a pass greater than 10 squares is if it has Super Strength, Telekinesis or its player has a play card that lets him or her perform a special pass. A miniature may pass the ball to nobody, with the ball landing up to 10 squares away and then scattering. This results in a turnover. Both the receiving and passing miniatures receive an action token. There are only two types of pass plays: Short Pass and The Bomb. The short pass is a pass up to 5 squares, a Bomb pass is a pass greater than 5 squares up to 10 squares. The Bomb pass receives a -2 penalty on the passer’s attempt roll.

**Intercept**

If a pass attempt fails and a receiver has an unfriendly miniature adjacent to it, the unfriendly miniature may make an intercept attempt if it has no action tokens on it. Simply make a close combat action roll, Interceptor versus Receiver. If the attack succeeds, the ball is intercepted and a turnover occurs. If a flying or leaping miniature, soaring or otherwise is in the line of fire from the passer to the receiver, they may also attempt an intercept. But in this case, the intercept roll is made versus the passer, not the receiver. Always resolve intercepts in the direction of closest to passer to receiver.

**Hand Offs**

A hand off requires that a moving miniature with possession of the ball end its movement adjacent to a friendly miniature. A handoff reduces the movement of the miniature performing the handoff by half. The receiving miniature simply receives the ball. The miniature performing the handoff receives a normal movement action.
FASTBALL SPECIAL!
A miniature with Super Strength may throw a teammate at a grounded/hovering or soaring miniature carrying the ball. Use the attack value of the throwing miniature. Treat the thrown miniature as a light object for determining range and damage. Additionally, add any close combat modifying powers the thrown miniature has. If the attack succeeds against a soaring ball carrier, both the thrown and ball carrying miniatures drop to the ground (hovering for the flying miniature). If the fastball fails, the thrown miniature lands in front of the intended target. The thrown miniature receives a click of damage regardless if the fastball succeeds or not.

MOVEMENT
A miniature may move past an adjacent, unfriendly miniature. This movement rule differs from the regular Heroclix movement rules to make an allowance for blocking.

MOVEMENT MODIFIERS
- Picking up the ball costs 2 move
- Handing off halves the move for the miniature performing the hand off
- Performing a tackle halves movement

FUMBLE CHECKS
Any time a miniature carrying the ball receives any amount of damage from one source, it must make a fumble check. Take the attacker’s (source of the damage) attack value vs. the ball carrier’s defense value and roll as per a normal attack. If the attack succeeds, the ball fumbles out of the carrier’s grasp and scatters in the opposite direction of the attack. If the attack scores a 12, and the attacker is adjacent to the player carrying the ball, that attacker now has possession resulting in a turnover. If a miniature carrying the ball is KO’d it automatically fails its fumble check.

BALL SCATTER
Anytime the ball is fumbled, thrown without being received, or otherwise dropped, it is always scatters in the opposite direction from the side by which the miniature was hit, blocked, or attacked. If the ball was thrown, it scatters in the same direction that it was thrown. If the ball scatters into an occupied square the occupying miniature may pick up the ball as part of its normal move action.

NOTE: IF IT IS THE MINIATURE’S OFF TURN, THEN IT MUST WAIT UNTIL ITS TURN TO TAKE A NORMAL MOVE ACTION.

SEE THE SCATTER DIAGRAMS BELOW TO DETERMINE THE DIRECTION THE BALL SCATTERS.
**DIAGONAL SCATTER**

In this example, Mr. Hyde attacks Wolverine from a diagonal, KO’ing him. The ball scatters as indicated above by rolling a D6.

**SIDEWAYS SCATTER**

Hulk attacks Juggernaut who is carrying the ball. Juggernaut fails his fumble check. Roll a D6 to determine which way the ball scatters.

**PASS ATTEMPT FAILURE SCATTER**

Spidey! How could you miss! You’ve got Scarlet Witch next to you giving you a re-roll and Quicksilver has Flurry allowing you to re-roll the missed pass attempt! Oh well, better luck next time. Spiderman was attempting to pass the ball to Quicksilver. Since the pass failed, the ball scatters in the direction indicated by a D6. (Just for the record, this type of a pass setup almost always succeeds.)

**TURNOVERS**

A turnover occurs if a miniature fumbles the ball and the opposing team, during a fumble check, gains possession. A turnover also occurs if the other team intercepts the ball. A
Turnover means that the team that had possession of the ball may perform no further actions, their turn has ended. If the miniature carrying the ball is KO’d, the ball is automatically fumbled.

**ADDITIONAL POWER RULES**

**CHARGE AND RUNNING SHOT**
A miniature with Charge or Running Shot may move half speed and make a pass attempt.

**BATTLE FURY**
A miniature with Battle Fury may move 1 square in any direction to the benefit of placing the ball carrier into its blocking zone. This is considered part of the actual blocking action.

**RANGED COMBAT EXPERT**
Ranged combat experts receive a re-roll option on pass attempts.

**LEAP/CLimb**
Miniatures with the Leap/Climb power may jump over a miniature in its path at a cost of 1 movement without having to make a breakaway check. Note: The cost of 1 movement pays for the square the miniature just jumped over. However, if it ends its move adjacent to an unfriendly miniature, breakaway rules apply.

**TELEKINESIS AND SUPER STRENGTH**
Miniatures with Telekinesis or Super Strength may throw the ball an additional 5 squares making a short pass 10 squares or less, and a bomb pass 15 squares or less.

**SUPER STRENGTH**
Since there is a lack of debris on the playing field a friendly miniature with Super Strength can throw one of his or her own teammates for a Fastball Special as a combat action. The miniature to be thrown must be able to make a combat action and be adjacent to the thrower. If the attack hits, the Fastball Special causes 2 clicks of damage plus any close combat modifying powers the thrown miniature has. If the Fastball Succeeds against a soaring miniature, both miniatures drop to the ground (hovering for the flying miniature). The thrown figure receives a click of damage regardless if the attack succeeds or fails. Line of fire is required to perform this attack.

**FLURRY**
A miniature with Flurry gets one re-roll per turn on intercept attempts or may allow a re-roll on a failed pass attempt if it is the receiver.

**MIND CONTROL**
You knew this was coming! Mind Control cannot force a miniature to fumble the ball. However, Mind Control can force an opposing miniature to do any other legal action, including score for the opposing team.

**STEALTH**
Due to the fact that there is nothing to hide behind on the football field, miniatures with the Stealth ability can use other miniatures as blocking terrain. Miniatures with Stealth also automatically pass all breakaway checks.
SOARING
A miniature carrying the ball that is soaring may be tackled by another soaring
miniature or by a miniature performing a fastball special. If the tackle is successful the
miniature drops to hovering at its present location and must make a fumble check.
Soaring characters who are attacked normally (not carrying the ball) do not drop to
hovering.

GAME CARDS
You can find the game cards at the end of this booklet.

THE COACH CARD (FREE, 1 CARD LIMIT)
At the beginning of your turn you may use a move action token on this card to
substitute a benched player into play. Remove the player to be substituted. (Player may be
conscious or KO’d) The new player enters the field anywhere in your own end zone. You
are only allowed to field 8 players at a time. Benched players may not re-enter play
on the same turn they were benched.

ASSISTANT COACH CARD (25 POINTS, 1 CARD LIMIT)
If you have purchased an assistant coach card, place it along side your coach card. The
assistant coach card gives you an extra action token on your turn.

AUTODOC CARD (50 POINTS, 1 CARD LIMIT)
Place three tokens on your autodoc card. You may cash in a single token at any time to
heal any miniature one click of damage. You may do this more than once per turn and it
is considered a free action. You may also use all three tokens to revive a KO’d team
member. Once a team member is KO’d, place them on the autodoc card. On your next turn
you may cash in the tokens and revive this player and consider them on the bench. They
may then enter play from the bench using the coach card action.

RE-ROLL CARD (10 POINTS EACH, 3 CARD LIMIT)
You may cash in a re-roll card at any time to re-roll any friendly or unfriendly die
roll. (Not just a single die, but the actual roll action) You may do this once a turn.

PLAY CARDS (10 POINTS, 3 CARD LIMIT)
You may buy a randomly selected play card for 10 points. There is a 3 card limit per
player, per match. One important note about play cards... Some of the cards allow you
to perform an action with a miniature without placing an action token on them. These
miniatures should be considered marked with an action token until the end of your turn.
At that time, remove that action token as if they had rested this turn. There is only one
play deck per game, each player draws their play cards from the same deck.

When you bring skill cards to match, keep them face down on the table until you use
them. You may not use more than one play card during a turn. Once a play card is used,
it is removed from the game.

PLAY CARD LIST
Unless otherwise marked in parenthesis, there is only one of each card below in a play
deck.
**Out of the Blue** - Play this card on your second turn only. You may move one friendly character anywhere on the board/table as a free action. This does not put an action token on the character moved. Playing this card costs no action.

**Outwit** - Play this card at the beginning of your turn. This card allows you to use the outwit power on any single, unfriendly miniature. (Note: Any other miniature with the outwit ability is not affected by this card. However, you may use this outwit card to cancel an outwit effect from an unfriendly miniature.) Playing this card costs no action.

**Grim Resolve** - Play this card at the beginning of your turn. Heal 1d6 of your team members 1 click. Playing this card costs one coach card action.

**Blitz!** - Booyeah! You gain two additional actions this turn! Playing this card costs no action. Play this card at the start of your turn.

**Tag Team** - Two friendly characters may perform an action this turn (adjacent or not). This only costs one action. You get to pick which of the two receive the action token. Play this card on your turn. Playing this card costs no action.

**Regroup** - Play this card at the end of another player's turn, remove all action tokens from all of your miniatures as if they had just rested on your last turn. Playing this card costs one coach card action.

**Sharp Shooter** - Play this before making a ranged attack. Your range for the attack is doubled and you receive a +1 bonus to your attack and +1 click of damage! You may not use this card with incapacitate. You may use this card with pulsewave. Playing this card costs no action.

**Haymaker** - Play this before making a close combat attack. Your attack receives a +1 bonus to your attack and +1 click of damage and automatically does 1d6 of knockback, if your attack succeeds, in addition to any knockback that may result normally. Playing this card costs no action.

**Weakspot** - Play this card at the start of your turn. Your combat actions this turn bypass all defense powers of a single target. All defense powers helping the target are nullified for the remainder of your turn. Playing this card costs no action.

**Surprise** - Play this card before rolling to see who starts the game! You automatically get to go first! You also have an action token to place on any non-friendly miniature. Playing this card costs no action.

**Second Wind** - You may push a friendly miniature with one action token already on it. At the end of your turn that miniature doesn't take a click of damage but instead may move 2" after completing its action, no breakaway check needed. That miniature then has all its action tokens removed. Playing this card costs no action.

**(2) Hail Mary Pass** - Play this card before you make a pass attempt. Add five squares to your range for both pass types.
(2) **Rifle Shot** - Play this card before making a pass attempt. Your passer has a great arm and rifles the shot right to the receiver. Your opponent may not make an intercept attempt and your pass attempt receives +2 to its roll.

(3) **Dodge** - Play this card as you run the ball through a blocking zone of an individual opposing player. The other player may not block you but you still must make a breakaway roll to continue moving past the opponent.

(2) **Hand Off Fake** - Use this card to make a pass of up to 3 squares. This action counts and plays as a hand off to a friendly miniature up to 3 squares away, instead of adjacent to the miniature performing the hand off. Line of fire must be clear between the two miniatures to use this card.

(2) **Razzle Dazzle** - Play card at the beginning of your turn. You have 2 additional actions you may take this turn. But before your turn starts your opponent may remove two action tokens from any miniature under their control.
HEROClix: Football League Play

Starting a HEROClix: Football League is easy. Each participant in the league plays a match against another player in pyramid league fashion. The victor of each match proceeds to the next round, and so forth until there are only two victorious players remaining. Those two players then face off to decide who wins the tournament. The winner of that final match takes first place; the defeated player is the runner-up. A league judge may award prizes accordingly, if at all.

Team Rosters

Each member of the league must submit his or her team roster before the start of league play. Their team roster will not change for the duration of the tournament. However, if a player wins a match they earn victory points, which may be used to upgrade their team. Each match a player wins earns his or her team victory points.

Victory Points

For each match that a player wins in a league tournament her or she earns his or her team 10 victory points. Players may spend these victory points before the start of his or her next match or bankroll the points for later use. The league judge keeps track of the players’ victory points.

A player may buy any or all of the team upgrades listed below from the league judge before the start of his or her next match.

Before a match a player may...

- Upgrade a team member’s experience level
- Add to their team roster
- Buy additional game cards as allowed

(Note: Page break inserted here so your league judge can post the following page separately.)
TEAM UPGRADES

VICTORY POINTS
You may spend your victory points before the start of your next match or bankroll the points for later use.

You may buy any or all of the team upgrades listed below from the league judge before the start of his or her next match.

BEFORE A MATCH YOU MAY...
- Upgrade a team member’s experience level
- Add to your team roster
- Buy additional game cards as allowed

UPGRADING EXPERIENCE
You may upgrade any of your existing team-members to its next experience level if you have bankrolled enough victory points. You only have to pay the difference between its previous experience level and the miniature’s new level (I.E., Quicksilver is a rookie, you want to make him experienced... The experienced Quicksilver costs 24 points. That’s 6 more points than the rookie Quicksilver cost. Therefore, you need to spend 6 of your bankrolled victory points to upgrade Quicksilver.)

ADDING TO YOUR ROSTER
If you have bankrolled enough victory points, you can buy a new member to add to your team roster for the remainder of the league tournament. A roster may have up to 12 team members, but no less than 9. (I.E., A player wishes to add a Rookie Black Panther to their team. They must purchase Black Panther at his normal cost of 27 points. The player must spend 27 of their bankrolled victory points to add Black Panther to their roster.)

BUYING ADDITIONAL GAME CARDS
If you have not already reached your limit of certain cards, you may purchase and add those cards to your team for use in your next match. Once you have purchased the cards you get to re-use for every match thereafter. (Keeping in mind that play cards are drawn randomly from a shared play deck between you and your opponent.)
**COACH**

(FREE, 1 CARD LIMIT)

At the beginning of your turn you may use a move action token on this card to substitute a benched player into play.

Bench the player to be substituted from the board. (Player may be conscious or KO'd) The new player enters the field anywhere in your own end zone.

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**ASSISTANT COACH**

(25 POINTS, 1 CARD LIMIT)

If you have purchased an assistant coach card, place it next to your Coach Card. The assistant coach card gives you an extra action token to use on your turn.

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**AUTODOC**

(50 POINTS, 1 CARD LIMIT)

Place three tokens on your autodoc card. You may cash in a single token at any time to heal any miniature one click of damage. You may do this more than once per turn and it is considered a free action.

You may also use all three tokens to revive a KO'd team member.

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**RE-ROLL**

(10 POINTS, 3 CARD LIMIT)

You may cash in a re-roll card at any time to re-roll any friendly or unfriendly die roll. (Not just a single die, but the actual roll action) You may do this once a turn.

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**PLAY CARD**

**SHARP SHOOTER**

Play this before making a ranged attack. Your range for the attack is doubled and you receive a +1 bonus to your attack and +1 click of damage! You may not use this card with incapacitate. You may use this card with pulsewave. Playing this card costs no action.

**PLAY CARD**

**HAYMAKER**

Play this before making a close combat attack. Your attack receives a +1 bonus to your attack and +1 click of damage and automatically does 1d6 of knockback, if your attack succeeds, in addition to any knockback that may result normally. Playing this card costs no action.

**PLAY CARD**

**WEAK SPOT**

Play this card at the start of your turn. All your combat actions this turn bypass all defense powers of a single target. All defense powers helping the target are nullified for the remainder of your turn. Playing this card costs no action.

**PLAY CARD**

**SURPRISE**

Play this card before rolling to see who starts the game! You automatically get to go first! You also have an action token to place on any non-friendly miniature. Playing this card costs no action.

**PLAY CARD**

**SECOND WIND**

You may push a friendly miniature with one action token already on it. At the end of your turn that miniature doesn’t take a click of damage. Instead it may move 2" after completing its action, no breakaway check needed. That miniature then has all its action tokens removed. Playing this card costs no action.

**PLAY CARD**

**DODGE**

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