

WIZKIDS™

HORROR CLIX™

COMPLETE RULES

HORRORCLIX™

For players already familiar with the WizKids® family of game products, the following pages offer a few teasers about what they'll find new in the **HorrorClix™** game!



HorrorClix is all about packs of monsters fighting it out with one another in quick, merciless combat. With Beasts, Guardians, Occultists, Slashers, Spirits, and Undead to choose from, it's wicked easy to assemble your own nightmarish army!



Before playing, players build their armies, choose groups of hapless victims for their monsters to chase down, and assemble a crypt of plot twist cards to provide additional strategy throughout the game.

Achieve victory by killing enemy monsters, devouring screaming victims, and keeping your own monsters alive through the course of the brutal combat.

MONSTER CARDS

Every monster comes with its own monster card, which details all the monster's powers. Some monsters are capable of transforming, which means that when the monster snacks down a victim or kills an enemy, its card is flipped over, revealing a host of new or altered powers!



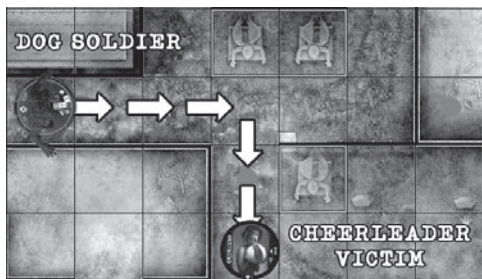
Other monsters have crossroads cards. Crossroads cards have two “starting sides,” allowing the monster’s player to choose one of two suites of powers and capabilities he or she wants the monster to begin the game with.



Do you want to play the pious priest with protective spiritual powers, or the fallen priest who's taken up a career as a supernatural bounty hunter? It's up to you!

SLAYING VICTIMS

In order for a monster to slay a victim, it merely needs to end its movement on the victim's space. But beware—your opponent can play plot twist cards from his or her crypt to keep you from siphoning a victim's soul! Many monsters must slay a victim or two in order to activate their best powers, so it's best to stalk, track, and pounce on victims quickly—before your opponent's army can eat them all!



MOVE AND ATTACK

At the beginning of a **HorrorClix** game, all monsters can be assigned either move actions or combat actions. But once a monster has slain its first victim, it becomes blooded. Blooded monsters get the ability to frenzy: They can move and make a close combat attack using one action!

It's important to note that a frenzied monster has its damage value reduced to 1, but if it is showing any powers that modify or replace the damage it deals, those powers still apply!

HOURLASSES

Some monsters have hourglasses on their dials. At the end of your turn, if one or more monsters you control are showing one or more hourglasses, you must give the dials of each of those monsters one clockwise click.



Although most of the time a monster will show an hourglass as result of taking damage during play, some monsters start the game showing an hourglass, such as an incorporeal ghost or an ooze that can't be hurt until it takes a horrific humanoid form.

HEALING DAMAGE

There are very few ways to heal damage in **HorrorClix**. Some ways to regain health include slaying victims, damaging opposing monsters to heal your own, and even feeding your smaller monsters to your bigger ones.

VULNERABILITY

After a monster resolves an action, it is given an action token. A monster with two action tokens cannot be assigned any more actions. A monster that is given an action on two consecutive turns becomes vulnerable. Vulnerable monsters may be targeted by other monsters armed with special powers, and are in danger of being assassinated, decapitated, or destroyed by those powerful attacks.

A FEW TYPES OF DIALS



VAMPIRES

These bloodsuckers typically start on their second or third clicks, and they ramp up to maximum power by sucking down victims or chewing up enemy monsters.



WEREWOLVES

A lycanthrope starts off in frail human form, but once it slays its first victim, its card is flipped over and its dial turned to the alternative starting line—revealing a host of amped-up stats and new powers!



ZOMBIES

These hungry undead have hourglasses scattered throughout their dials, representing their ability to take a heavy hit, lay there for a while, then get up and continue their quest for human flesh!



GUARDIANS

As the last line of defense between the monsters and defenseless humanity, Guardians usually have spiritual powers or martial training that lets them take on the monsters head-on!



OCCULTISTS

These frail humans are blessed with potent occult abilities, and with the use of their magical powers or their supernatural servants, they can deal out some serious carnage.



SLASHERS

Just like the iconic villains of slasher films, these monsters are designed to be the savage masters of up-close-and-personal combat.



SPIRITS

Spirits begin the game in ghostly form, but as the game goes on, these spectral killers become more solid and capable of interacting with their environment. Slaying a victim is good, but possessing its soulless body and using it to attack your enemies is even better!

FLYING ATTACKS

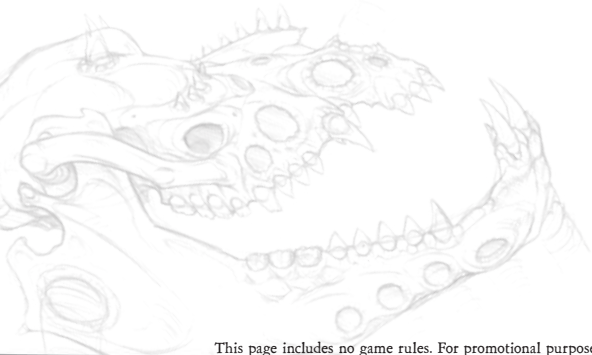
Monsters in the air and on the ground can attack each other using ranged combat attacks without penalty. Monsters on the ground, however, get +2 to their attack rolls when targeting a soaring monster, and if they successfully hit, the soaring monster is moved from soaring to hovering and takes 1 additional unpreventable damage that represents it being blasted from the sky!

On the other hand, soaring monsters get a number of special powers that allow them to perform aerial-evasion maneuvers, make deadly attacks from the air, or even pick up victims from the ground, carry them into the air, and drop them screaming to their deaths!



RESCUING VICTIMS

Some monsters have a more benevolent nature, such as martyrs, priests, and vampire hunters. They don't slay victims, but instead rescue them. After rescuing their first victim, these monsters become blooded just like other monsters, showing their willingness to risk everything to save innocents from a terrible death.



CABALS

In the **HorrorClix** game, monsters sometimes team up to form cabals. Each cabal is led by a powerful monster called a cabal leader. Cabal leaders have special powers that allow them to benefit or affect all the members of their cabals in some way. As long as the cabal leader is in play, the power is in effect, but if it is killed, then the power dies with it!

ALTERED MENTAL STATES

Some monsters are capable of possessing enemy monsters and forcing them to do their bidding. Other monsters, if they eat too many victims or go power mad, can become insane for short periods of time—and become a menace to every player in the game!



SCENARIOS

The flavor of **HorrorClix** is best captured in scenarios, with specific requirements, objectives, and army-building themes built into each one. Whether skulking into a haunted house, brawling in a morgue, or devouring victims in a psych lab, all the genres of horror are reflected within the game—right down to the last, greasy blood splatter!

COMPLETE RULES

HorrorClix is the game of wicked fun that puts you in control of your own supernatural nightmare army! Packs of monsters stalk the halls, slay victims, and tear each other apart in a gore-filled romp in which cultists, ghosts, serial killers, vampires, werewolves, and all the creatures of the night battle it out to the bitter end!

SECTION 1: MONSTROUS ANATOMY

STARTER SET COMPONENTS

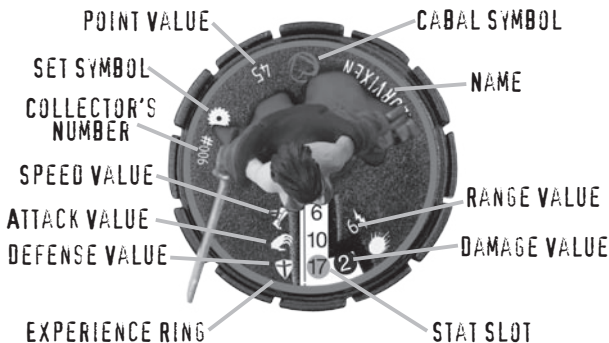
The **HorrorClix** Starter Game includes everything two people need to play. In addition to this rulebook, you should find the following:

- 6 monsters and monster cards
- 12 plot twist cards
- 12 victim tokens and terrain markers
- 1 Tree of the Damned 3-D object
- 2 tombstone 3-D objects
- 1 two-sided play map
- 2 six-sided dice
- 1 base-turning ring

You may find that a few coins or other small objects to use as action tokens, and a length of string or other object to use as a straight edge, will help you play the game.

MONSTERS

Each miniature figure stands on a base and combat dial. The figure, base, and combat dial together are called a monster. A monster's name is printed on its base and its monster card.



Some **HorrorClix** monsters look the same, but they may have different ranks, which are indicated by a colored ring on their bases. Two monsters may have wildly different combat values and powers based on their ranks. The three basic ranks are rookie (yellow ring), experienced (blue ring), and veteran (red ring).

Monster classes. Most monsters belong to groupings called classes. Generally, each monster will belong to one or more classes; a monster's classes are printed on its monster card. Although there are six major classes of **HorrorClix** monsters (Beasts, Guardians, Occultists, Slashers, Spirits, and Undead), there are many other classes that a monster can belong to. Different game effects reference and/or might depend on a monster's class.

- ☑ Each monster's base is printed with a set symbol that marks it as part of a particular **HorrorClix** set, and a collector's number that differentiates it from other versions of the same monster.

COMBAT DIAL

The combat dial is a rotating disk found under a monster's base. A monster's combat dial displays a set of numbers and symbols through the L-shaped stat slot in the monster's base. These statistics indicate how well the monster accomplishes certain tasks, or which of its powers are currently available.



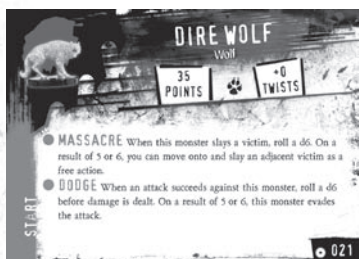
COMBAT VALUES

Each monster has five combat values (each value appears next to its respective symbol). Four of these values are printed on the combat dial and are visible through the stat slot: speed, attack, defense, and damage. These values usually change when you turn a monster's combat dial. The fifth value is the monster's range value for ranged combat attacks; this value is printed on its base. Range does not change as you turn the combat dial. In special circumstances, a number on the combat dial may be replaced by a non-numeric symbol, such as an hourglass (⌚); see "Hourglasses," p. 18.

MONSTER CARDS AND POWERS

Each monster comes with a monster card, which details which special, supernatural, or magical abilities the monster possesses. These abilities are called powers.

Note that the colored circles preceding power names on a monster card match the colored circles printed on the monster's combat dial. A monster can use one of its powers only when the matching colored circle is visible on its combat dial.



- At the beginning of the game, place each monster card so that its "Start" side is face up (the side with the solid green border). Unless the rules on the card indicate otherwise, the monster card cannot be flipped at any time.

CROSSROADS MONSTER CARDS

Some monster cards have two different starting sides, each representing two entirely different play styles for that monster; these are crossroads cards. At the beginning of the game, after both players reveal their armies, both players simultaneously reveal which starting sides they will use for their monsters with crossroads monster cards. Once this choice is made, the monster must use that side for the remainder of the game.



ACTIVATING POWERS

Powers are in effect when they appear in the stat slot. Some powers are dependant, meaning that they activate only when the monster is given a particular action, shown below:



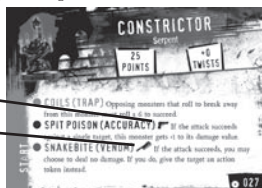
= Move Action



= Ranged Combat Action



= Close Combat Action



A dependant power is in effect only for the duration of the action that activated it. A player must declare the specific power being activated when he or she gives the monster its action. If a monster has more than one dependant power that would activate when it is given a specific kind of action, then the player must pick the one dependant power he or she wants to use.

VICTIM TOKENS

Victims are the humans who, stuck in the middle of the supernatural combat, are at risk of being slain by the hordes of monsters. Victims don't belong to any player's force and aren't considered to be monsters.

Victims are resources to be consumed in order to make your monsters more powerful, neutralized in order to keep your opponent's monsters from gaining certain advantages, or even protected in order to give specific kinds of monsters potent advantages.

Victim archetypes. The name of a victim is also its archetype—one of a classic kind of horror genre victim. Some common **HorrorClix** victim archetypes include Cheerleader, Cop, Jock, Pizza Guy, Prom Queen, and Reporter. Some game effects depend on a victim's archetype.



Unlike a monster, which has a figure, base, and combat dial, victims are represented by flat, round victim tokens. There are only three items printed on a victim token: its speed value, its archetype, and a special symbol indicating whether the victim is male (♂) or female (♀).

- ☒ Each player should provide an equal number of victim tokens so that there are a total of 12 victim tokens being used in the game. (In a two-player game, each player brings six victim tokens; in a three-player game, each player brings four victims tokens, and so on.)

PLOT TWIST CARDS

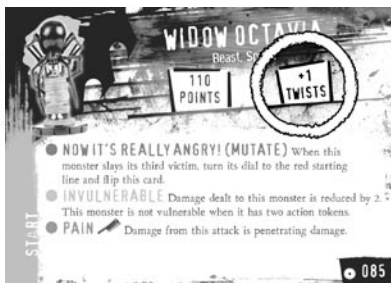
Plot twist cards allow you to strategically affect the course of play. Most plot twists let you save a victim from being slain by an enemy monster or force a victim to run closer so that your monsters can better catch or protect them.

Crypt. Each player begins the game with six plot twist cards. This set of cards is called the crypt. All the plot twist cards in a player's crypt must be unique; that is, no two may be the same.

Don't show the cards in your crypt to your opponent until you are ready to play them; keep your crypt face down on the table.

After playing and resolving the text of a plot twist card, remove it from the game.

- ☒ Certain powerful monsters allow their owners to add additional plot twist cards to their crypts at the beginning of the game, or even allow players to use special kinds of plot twists designed specifically for certain armies.



THIS PLAYER STARTS
THE GAME WITH
SEVEN PLOT TWISTS
INSTEAD OF SIX.

SUBPLOT CARDS

A subplot card is a type of plot twist card. A player can include only one subplot card in his or her crypt per game. A subplot card provides extra victory points to its controller if the controller meets the condition printed on the card (see "Determining Victory," p. 38). Subplot cards are not removed from the game after they are played. If a player who played a subplot card is eliminated from the game, however, remove his or her subplot card from the game.

TICKING CLOCK CARDS

A ticking clock card is another type of plot twist card. Unlike other plot twist cards, a player can play a ticking clock card only during his or her preview phase (see "The Preview Phase," p. 21).

Also unlike other plot twist cards, a ticking clock card is not removed from the game after it is played; it stays in play unless an effect specifies otherwise.

SECTION 2: PREPARE TO PLAY

Before playing a game of **HorrorClix**, each player builds his or her own group—or army—from his or her collection of monsters. You can build your army any way you like, even including monsters from a variety of different horror genres, such as werewolves working with vampires and ghosts fighting alongside slashers. Choose the specific monsters that will provide the capabilities you want your army to wield in battle.

An army can consist of more than one of the same monster, even if they are of the same rank. If a monster's rank is Unique or Limited Edition, however, it may be included in your army only once. Unique monsters have silver experience rings, and Limited Edition monsters have bronze experience rings. Demo monsters (designed for demonstration purposes only) have purple experience rings, and should not be used in regular play.

Point values. Each **HorrorClix** monster has a point value printed on its base. This is the number of points it costs to add the monster to your army.

Build total. Before playing, players should agree on the build total they will use when assembling their armies. The build total is the maximum point value allowed when the point values of all your monsters are added together. When selecting monsters for your army, you can choose monsters whose point values add up to less than or equal to the game's build total.

- ☒ Build totals occur in full multiples of 100 points: 100, 200, 300, and so on.


STEP 1: PLACE YOUR ARMY

All players reveal their completed armies and lay out their monster cards face up on the table in front of them. They then place their crypts of plot twist cards face down beside the monster cards, announce how many cards they have in their crypt, and declare which monsters, if any, are providing any extra plot twist cards. Then both players simultaneously decide which sides of any crossroads cards they want to play with. Once done, each player rolls a d6. The player with the highest result is the first player (reroll ties).

STEP 2: PREPARE THE BATTLEFIELD

The first player chooses the map where the battle will occur. The two-sided map included in the Starter Game gives you two choices: an indoor and an outdoor setting. After the first player chooses the map, the player to his or her left chooses the edge of the map on which he or she will set up his or her army. If there are more than two players, continue clockwise around the table until everyone has chosen a different edge and identified a starting area—the area of spaces within the purple line that runs along that edge. In two-player games, starting areas must always be on opposite edges of the map.

STEP 3: PLACE VICTIMS

The players should provide a combined total of 12 victims, with each player contributing an equal number of victims. Place these assembled victims face down on the center of the map and shuffle them; this is the victim pool. When the victims are randomized, each player (starting with the first player) takes turns placing each one (still face down) on any space printed with the  symbol. Only one victim can be placed per space.

STEP 4: PLACE OBJECTS (OPTIONAL)

Starting with the first player, each player can place up to two objects on the map. Whether tombstones, portals, or other game elements, the objects must be placed on clear terrain (see "Clear terrain," p. 31) and cannot be placed within or adjacent to a space contained within a player's starting area. Once the first player has had the chance to place his or her objects on the map, continue in a clockwise direction until each player has had a chance to place objects.

STEP 5: PREPARE MONSTERS

Each player turns the combat dial of each of his or her monsters until a vertical green line appears to the left of the numbers and/or symbols visible through the stat slot. This green line indicates the monster's starting position. (Some monster cards may direct you to start on an alternative red starting line.)

STEP 6: PLACE MONSTERS

The first player places his or her army in his or her starting area on the map. If a player has more monsters than spaces in his or her starting area, that player can place monsters in any clear space adjacent to his or her starting area. If a player has any flying monsters in his or her army, that player must move the flight indicator on the monster's center post to indicate if the monster is initially hovering or soaring (see "Flying Monsters," p. 23). Then the player to the first player's left places all his or her monsters, and so on clockwise around the table.

STEP 7: REVEAL SUBPLOT CARDS

All players who included a subplot card in their crypts reveal those cards simultaneously and place them face up on the table.

Once steps 1–7 are complete, the first player takes the first turn.

SECTION 3:

IMPORTANT GAME CONCEPTS

Players should familiarize themselves with the following game concepts before playing their first game. Players will also find the glossary (p. 40) to be a useful reference as they read through these rules.

ACTIVE PLAYER

The player currently taking a turn is the active player.

ACTIONS

On his or her turn, each player gets one action for every 100 points of the game's build total; this number of actions does not change throughout the game. A player need not use all of his or her actions, but any unused actions are not carried over.

ACTION TOKENS

Action tokens are used to remind all players that a monster has been given an action during the current turn. If you assign an action to a monster, place the action token next to the monster on the map once the action resolves. You can use any small object, such as a coin or bead, as an action token.

At the end of your turn, if any monster you control was not given an action that turn, clear all action tokens from that monster. Monsters with two action tokens cannot be given actions (other than a free action) until both action tokens are cleared.

VULNERABILITY

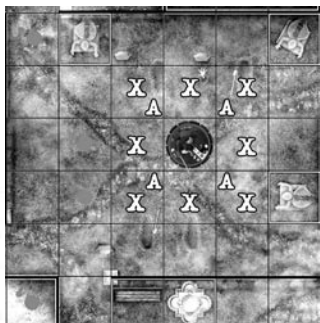
When a monster has two action tokens, it is vulnerable. Vulnerable monsters are susceptible to certain kinds of powers and attacks, as indicated by those powers and attacks.

FREE ACTIONS

Some game effects and powers require a free action to activate them, or allow a monster to do something as a free action after completing another kind of action. Monsters do not receive action tokens for taking a free action. The free action does not count as one of your available actions for the turn.

ADJACENT SPACES

Adjacent spaces are spaces that touch each other on the map, including spaces on the diagonal. Monsters and victims occupying adjacent spaces are adjacent to one another. Monsters and victims on opposite sides of walls are not adjacent.



EACH X INDICATES AN ADJACENT SPACE.

EACH A INDICATES A SPACE DIAGONAL TO THE CENTER SPACE.

FRIENDLY AND OPPOSING MONSTERS

Friendly monsters are monsters controlled by you. Opposing monsters are monsters controlled by an opponent. Friendly and opposing status can change during the course of the game (for example, during insanity and possession). Unless specifically noted, victims are not friendly to any player.

HOURLASSES

A monster with an hourglass showing in place of particular combat value is subject to certain restrictions or circumstances. Though monsters usually enter an hourglass state as result of taking damage, some monsters start the game in an hourglass state.

- ⌚ **Immovable:** A monster showing an hourglass symbol in place of its speed value cannot be assigned move actions. In addition, monsters do not need to roll to break away from this monster.
- ⌚ **Incapable:** A monster showing an hourglass symbol in place of its attack value cannot be assigned any actions.
- ⌚ **Intangible:** A monster showing an hourglass symbol in place of its defense value cannot be targeted by any attack, and it does not block line of fire.

At the end of the active player's turn, he or she must deal 1 unpreventable damage to every monster in the hourglass state that he or she controls.

ROUNDING

Sometimes a game effect will tell you to reduce a monster's combat value by half. If this would result in a fraction, round up.

REPLACEMENT VALUES AND MODIFIERS

Some game effects, including some abilities, allow the substitution of one combat value for another. These substitute values are called replacement values. For example, when one value “becomes” or is used “instead of” another value, it is a replacement value. When a monster’s combat value is reduced by half, that is also a replacement value.

Modifiers increase or reduce a combat value by a specific amount. A modifier cannot reduce a combat value to less than 0. Replacement values are not modifiers.

Modifiers and replacement values that take effect during an action are in effect only for the duration of that action, unless stated otherwise. Modifiers and replacement values that take effect during an attack are in effect only for the duration of that attack, unless stated otherwise.

If a modifier and a replacement value would both affect a combat value, apply the replacement value, and then the modifier.

RULE OF 3

The rule of 3 places a limit on how much a combat value can be modified. The rule of 3 states that no combat value can be modified by more than 3. For example, if the combat value is 3, it cannot be increased to more than 6 or reduced to less than 0. Although the effects of powers and plot twist cards supercede these **HorrorClix** rules when they conflict, the rule of 3 always takes precedence. Replacement values are not subject to the rule of 3.

TRANSFORMING

When some monsters achieve certain objectives indicated on their monster cards (such as killing a certain number of monsters or slaying a certain number of victims), they transform into more powerful forms. When a monster transforms, flip its monster card; play continues with the player using the powers printed on the side of the card that is newly face up.

A transformation might indicate to turn the monster’s dial to its alternative starting line; ignore any skulls you see as you click through the dial.

IN PLAY

Game elements such as monsters, victim tokens, objects, and plot twist cards that have been legally played on the table are considered to be in play. A game element must be in play (in the game) to have an effect on the game. Face-down plot twist cards in a player’s crypt are not considered to be in play until their owner decides to play them. Slain and rescued victim tokens that have been placed on monster cards are still in play.

When a monster is killed, it is removed from the game along with its monster card and any victim tokens placed on it. An object that has been smashed or eliminated is removed from the game. When a plot twist card is played and its effect resolves, it is removed from the game. Ticking clock cards are removed from the game when replaced by other ticking clock cards.

A game element that has been removed from the game cannot be used again in the current game and is returned to its owner.

CABALS

Some monsters belong to groups called cabals. Each cabal has a leader that possesses a power—called a cabal power—that all friendly members of that cabal can benefit from or contribute to.



THE ORDER



BLOODCALL



HELLBOUND



FURIES



WOLF BROTHERS



R'LYEH

If you choose to include a cabal leader in your army, then all the monsters you control that share the leader's cabal symbol can be affected by or use its cabal power, per the power's description. If the cabal leader leaves play, the cabal power cannot be used. Likewise, if the cabal leader is affected by a special mental state, such as insanity or possession (see p. 36), the cabal power cannot be used while the condition persists.

TURNS

The **HorrorClix** game is played in a series of turns. The first player takes the first turn, and may take a number of actions depending on the build total for the game. When the first player's turn is complete, the player to the left takes the next turn, and so on, clockwise around the table. If all of a player's monsters are eliminated from the game, then that player is out of the game, and the remaining players continue taking turns in the same order until only one player remains.

Phases. Turns are divided into four phases, which are completed in order:

1. Preview phase
2. Suspense phase
3. Hunting phase
4. Hourglass phase

SECTION 4: THE PREVIEW PHASE

1. Game effects that last until the beginning of your turn end.
2. Resolve any game effects that occur at the beginning of your turn, or play any ticking clock plot twist cards. (Effects or plot twists that occur “at the beginning of your turn” can be performed in any order, as chosen by the active player.)

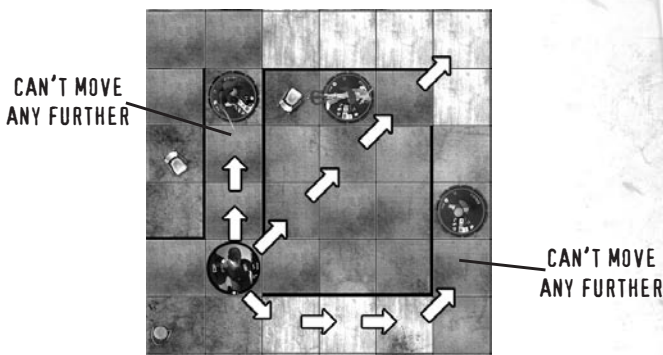
SECTION 5: THE SUSPENSE PHASE

During the suspense phase, the active player may choose to move one victim. Some powers will allow a player to move more than one victim. If the player does not choose to move a victim, then the suspense phase ends and the hunting phase begins.

1. The active player chooses a victim to move. This victim becomes the chosen victim. *If the chosen victim is face down, flip it face up.*
2. In response, the opponent to the active player's left may choose to play one plot twist card that affects the chosen victim.
3. If a plot twist card is played, follow the instructions on the card.
4. If no plot twist card is played, the active player moves the victim.

MOVING VICTIMS




A victim can be moved a number of spaces up to its speed value. It can move through spaces adjacent to other monsters or other victims, but it cannot move through spaces occupied by a monster or another victim.



SECTION 6: THE HUNTING PHASE


During your turn, you give actions to your monsters. You cannot give more than one action per turn to any monster you control, and you can resolve only one action at a time.



There are three kinds of actions you can give to a monster:

- Move action 
- Close combat action (vs. an adjacent monster) 
- Ranged combat action (vs. a nonadjacent monster) 

MOVING MONSTERS

Each monster has a symbol printed on its base next to its speed value that describes how it moves; this is its speed mode.

A  speed symbol indicates that a monster is affected by terrain, such as water terrain or hindering terrain, per the rules for that terrain (see “Terrain,” p. 31).

A  speed symbol or  speed symbol indicates that a monster interacts with the map in other special ways (see below).

A monster given a move action can move up to its speed value in spaces across the map. A monster can move diagonally, as shown below. A monster does not have to move its full speed value; it can move 0 spaces.

A monster's movement ends if it enters a space adjacent to an opposing monster. If a monster moves adjacent to a face-down victim at any point during its movement, that victim is turned face up.



WHEN MEASURING DISTANCE FOR MOVEMENT AND RANGED COMBAT, SIMPLY COUNT THE SPACES ON THE MAP IN ANY DIRECTION. IN THE MOVEMENT ACTION SHOWN, THE VAMPIRE SLAYER HAS MOVED 7 SPACES.

A monster can move through a space occupied by a friendly monster, but it cannot move through a space occupied by an opposing monster or a victim. If a monster moves or is moved in such a way that it will end its movement in the same space as another monster, the monster must end its movement before entering the occupied space.

BREAKING AWAY


If a monster occupying a space adjacent to one or more opposing monsters is given a move action, combat action, or free action that would result in movement, that monster must attempt to break away, as shown in the diagram below. Roll a d6. On a result of 1–3, the monster fails to break away and cannot move. The move action is over, and the player gives the monster an action token.

On a result of 4–6, that monster has broken away from all adjacent opposing monsters and can move. Only one successful break away roll is required to move away from all adjacent opposing monsters. The monster can move through spaces adjacent to every opposing monster from which it broke away; however, if the monster enters a space adjacent to an opposing monster to which it was not adjacent when it broke away, the monster must end its movement.



THE ROLL TO ALLOW THE SCARECROW TO BREAK AWAY FROM THE VAMPIRE SLAYER SUCCEEDED, SO THE SCARECROW CAN MOVE IN ANY DIRECTION SHOWN BY THE ARROWS.

FLYING MONSTERS

Flying monsters have the  speed symbol, as well as flight stands. Flying monsters use all the standard rules for monsters, except where noted. Flying monsters have two different flight modes—hovering and soaring—which are indicated by moving the flight indicator on the monster's flight stand down for hovering and up for soaring.



☒ Monsters that are not soaring are called grounded monsters.

Flying monsters can move through spaces adjacent to and occupied by opposing monsters without having to stop. A flying monster occupies its space, regardless of flight mode. Victims and other monsters cannot occupy the same space as a flying monster.

Elevation change modifier. A flying monster can change flight modes when moving. Modify the speed value of a flying monster by -1 each time it ascends to soaring level or descends to hovering level; this is the elevation change modifier.

FLIGHT MODE: HOVERING


A hovering monster floats near the ground. To show that a monster is hovering, move the flight indicator on its flight stand to its lowest position. A hovering monster ignores the effects of hindering terrain on movement. Hovering monsters can move over outdoor blocking terrain without changing flight modes.

- ☒ Hovering is the only flight mode monsters can use indoors.

FLIGHT MODE: SOARING

A soaring monster is flying high in the air. To show that a monster is soaring, move the flight indicator on its flight stand to its highest position. Soaring monsters ignore the effects of all types of terrain and objects for movement purposes.

SWIMMING MONSTERS

A monster with the  speed symbol can swim. Swimming monsters use all the standard rules for monsters, except that they treat water terrain as clear terrain for movement purposes.

SLAYING VICTIMS

In order for a monster to slay a victim, give it a move action and end its movement in a space occupied by the victim. The victim is slain and placed on the monster card of the monster that slayed it.

- ☒ Depending on player preference, slain victims may be stacked beneath the monster's base rather than on the monster card.

When a player's monster is about to slay a victim, an opposing player may choose to play a plot twist card or monster power that specifically affects the slaying of a victim. If playing such a plot twist card or using a monster power prevents the slaying attempt, then the opponent to the active player's left places the victim in an adjacent unoccupied space. In the event that there is no adjacent unoccupied space in which to place the victim, such as if it's cornered at the end of a long hallway, then nothing can prevent the slaying.

A monster that has slain a victim is blooded. A blooded monster can frenzy (see “Frenzy,” p. 26).

RESCUING VICTIMS

Monsters that are more benevolent (or have hidden agendas) can rescue victims instead of slaying them. The process of rescuing a victim is identical to slaying a victim, though plot twist cards and powers that prevent the slaying of victims cannot be used to prevent a victim from being rescued, and vice versa. A monster that rescues a victim is also blooded.

COMBAT ACTIONS

You can give a monster two kinds of combat actions: close combat actions and ranged combat actions. The monster given the action and making the attack is called the attacker. The monster against which the attack is made is called the target.

You cannot target a friendly monster with an attack unless a power specifically says otherwise. Additionally, a monster cannot target itself with an attack. You cannot target a victim with an attack.

The following general rules apply to both close combat and ranged combat attacks.

THE ATTACK ROLL

To determine the success or failure of an attack, the attacking player makes an attack roll. Roll 2d6 and add the result to the attacker's attack value. If the result is equal to or greater than the target's defense value, the attack succeeds.

DAMAGE

When a monster succeeds at an attack, the damage dealt is equal to its damage value, modified by any powers. The target takes that much damage, modified by any of its own powers. Your opponent turns the target's combat dial clockwise a number of times equal to the damage taken.

- ☒ The only time a monster's dial should be turned during a game is when it is damaged, it is healed of damage, or the rules specifically indicate to do so.

No damage. An attack that deals no damage cannot have the damage modified. Attacks that deal no damage deal neither critical hit damage to the target nor critical miss damage to the attacker (see “Critical Misses and Critical Hits” p. 26).

0 damage. A power that deals 0 damage can have the damage modified. It follows the rules for critical hit and critical miss damage. If the damage is not modified, 0 damage is dealt.

Unpreventable damage. Unpreventable damage cannot be reduced or dealt or transferred to another monster.

Healing damage. Certain powers and/or circumstances can heal monsters of damage. When healing a monster, click its combat dial counterclockwise a number of times equal to the damage healed.

- ☒ No monster can heal past its starting line unless its monster card specifically allows it.

KILLING MONSTERS

If a monster's dial ever shows three skull symbols (☠☠☠), the monster is killed and must be removed from the game.

CRITICAL MISSES AND CRITICAL HITS

If you roll two 1s on an attack roll, the attack fails, even if the attack roll result would be high enough to succeed. This is called a critical miss. Immediately deal 1 unpreventable damage to the attacker.

If you roll two 6s on an attack roll, the attack succeeds, even if the attack roll result wasn't high enough to succeed. This is called a critical hit. The critical hit increases damage dealt by 1 for the attack. If your attack is against multiple ranged attack targets, this extra damage affects all successfully hit targets.

CLOSE COMBAT

Close combat represents hand-to-hand combat and melee weapon attacks.

Your monster must be adjacent to a target in order to make a close combat attack against it.

FRENZY

When a blooded monster frenzies, it gets two actions for the price of one. Give your blooded monster a move action. When the move action has resolved, it can make a close combat attack as a free action.

When a monster frenzies, its damage value becomes 1, but it can be modified or replaced.

At the end of the frenzy (the action), the monster is given only one action token.

- ☒ If a monster is frenzying and fails a break away roll, its controller may still choose to make its free close combat attack against an adjacent opposing monster.

Example: A monster with a damage value of 4 frenzies; its damage value becomes 1 for the duration of the frenzy. If, however, the monster has a power that modifies its damage, like *Slash* (If the attack succeeds, roll a d6 before dealing damage: Replace this monster's damage value with the result.), the monster would deal a d6 of damage instead of only 1 damage.

- ☑ A blooded monster can frenzy in such a manner that it moves, slays a victim at the end of its movement, and makes a close combat attack against an adjacent opposing monster.

RANGED COMBAT

Ranged combat represents attacks from a distance, such as hurled knives, shotgun blasts, psychic firestorms, and mind-control assaults.

If a monster is adjacent to an opposing monster that is at the same elevation (grounded/hovering next to grounded/hovering, or soaring next to soaring), it cannot make a ranged combat attack, regardless of its speed mode.

RANGE VALUE

A monster's range value is the maximum number of spaces that its ranged attack can reach. If the range value is greater than 0 and your monster is not adjacent to an opposing monster, then it can make a ranged combat attack against an opposing monster. A monster can attack in any direction, regardless of the direction it is facing.

Monsters cannot make ranged combat attacks against victims unless a power specifically states that they can.

LINE OF FIRE

Before making a ranged combat attack, the target must be within range, and you must determine if the attacker has a clear line of fire to the target. You are allowed to check the map to see which targets are valid targets. To determine if there is a clear line of fire, use any straight edge or draw an imaginary line from the center of the attacker's space to the center of the target's space. If the imaginary line passes through a space occupied by a monster (other than the attacker and target) or victim, or if it crosses blocking terrain (such as a wall), the line of fire is blocked and the monster cannot make the attack.

A line of fire that passes between two adjacent monsters, even on an exact diagonal, is blocked. Soaring monsters block line of fire only if the line is being drawn to or from another soaring monster. Grounded or hovering monsters block line of fire only between other grounded or hovering monsters. If an attacker has a clear line of fire, count the shortest route to the target in spaces using the imaginary line as a guide. Do not count the space the attacker occupies when determining range.



THE DOG SOLDIER CAN ATTACK THE RAZORVIXEN AT RANGE EVEN THOUGH THE VAMPIRE SLAYER, WHICH IS FRIENDLY TO THE DOG SOLDIER, IS ADJACENT TO THE RAZORVIXEN.

Indoor/outdoor line of fire. Some maps have notations denoting indoor terrain (the inside of houses, crypts, sanitariums) and outdoor terrain (graveyards, campgrounds, and ritual sites). Grounded or hovering monsters that are indoors cannot be targeted by ranged combat attacks from soaring monsters, and vice versa.

MULTIPLE RANGED COMBAT TARGETS

All monsters have at least one ⚡ symbol printed next to their range values. The number of lightning bolts indicates the number of different targets the monster can target with a single ranged combat attack. A monster cannot target the same monster more than once with any one ranged combat action. If a monster attacks more than one target, it must be able to draw a clear line of fire to each target. A monster can use its full range value against each target. A monster may choose to target fewer monsters than it has lightning bolts.

When your monster targets more than one monster with a ranged combat attack, make only one attack roll; compare the attack roll result to each target's defense value. Some targets with low defense values might be affected, while others with high defense values might not be affected.

DEALING DAMAGE TO MULTIPLE RANGED TARGETS

When your monster succeeds at a ranged combat attack against multiple targets, divide its damage any way you choose among the successfully hit targets. A successfully hit target may be dealt 0 points of damage or any nonfractional amount of damage, provided that damage dealt is divided among the successfully hit targets.

HOVERING MONSTERS AND COMBAT

Hovering monsters can make close combat attacks only against adjacent opposing grounded monsters.

SOARING MONSTERS AND COMBAT

Soaring monsters can make close combat attacks only against adjacent soaring monsters, and ranged combat attacks against grounded and soaring monsters. Soaring monsters ignore blocking terrain, grounded monsters, and victims for line of fire purposes.

Combat between grounded and soaring monsters. Modify a grounded monster's attack value by +2 when it makes a ranged combat attack against a soaring monster. If the attack succeeds, and the soaring monster takes at least 1 damage from the attack, the attack also deals 1 additional unpreventable damage. Move the flight indicator of such a target to hovering mode.



SECTION 7: THE HOURGLASS PHASE

Once you have resolved all of your actions for your turn and placed the appropriate action tokens, before the next player's turn don't forget to

- remove action tokens from monsters you control that weren't assigned actions this turn; and
- deal 1 unpreventable damage to any monster you control that is in the hourglass state.



SECTION 8: TERRAIN

Terrain can be the natural landscape of the battlefield, walls or other objects depicted on the map, object tokens and 3-D objects placed on the map at the beginning of the game, or they can be effects created by the use of powers.

HorrorClix has three types of terrain: hindering, water, and blocking. All types of terrain are indicated by boundary lines drawn on the map:

- Spaces inside the boundary of a green line are hindering terrain.
- Spaces inside the boundary of a blue line are water terrain.
- Spaces inside the boundary of a brown line are blocking terrain.

Clear terrain. Clear “terrain” is open space with no obstructions or other features, such as a park, soccer field, or an empty street. Monsters and victims can move through spaces of clear terrain without penalty. If a space does not fall inside the boundary of a colored line, it is clear terrain. (Shaded spaces inside the boundary of a brown line are indoor spaces on an indoor/outdoor map; these spaces are clear terrain unless indicated otherwise.)

If a space has a colored boundary line inside it, the space is the type of terrain indicated by the line. If a line can be drawn from the center of a space into a second space without crossing a boundary line, that second space is the same type of terrain as the first space.

All nonclear terrain is surrounded by a continuous boundary. If a game effect allows for the alteration of terrain, boundary lines are assumed to change so that they always form an uninterrupted boundary.

HINDERING TERRAIN

Hindering terrain is an area containing trees, fog, debris, or other similar items or phenomena that might obstruct a monster's actions.

A monster or victim that crosses a boundary line into a space of hindering terrain from any other type of terrain must stop moving. Diagonally adjacent spaces that contain hindering terrain are considered continuous hindering terrain. When a monster or victim moves from nonhindering terrain through the corner between two diagonally adjacent spaces of hindering terrain, the continuous hindering terrain causes the monster's or victim's movement to end in the space after crossing the corner.

The speed value of a monster or victim that begins its movement in hindering terrain is halved before moving.

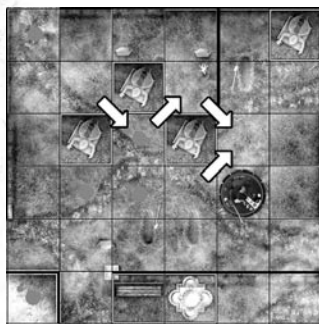
Monsters ignore hindering terrain for close combat purposes.

HINDERING TERRAIN AND RANGED COMBAT

If a line of fire between two monsters crosses the boundary line of hindering terrain, modify the target's defense value by +1 for the attack; this is called the hindering terrain modifier. Add this modifier only once, regardless of the number of spaces of hindering terrain the line of fire passes through.

If the attacker occupies a space of hindering terrain and the line of fire crosses the boundary line for hindering terrain without crossing another space of hindering terrain, the hindering terrain modifier does not apply. This represents an attacker's ability to fire from the edge of hindering terrain—protected by it, but not impaired by it.

A line of fire is considered to pass through hindering terrain if it passes through the diagonal of two diagonally adjacent hindering terrain spaces and any of the following: blocking terrain, a monster, a victim, or another piece of hindering terrain.



**ALL LINES OF FIRE ALONG
DIAGONALS INDICATED BY THE
ARROWS ARE CONSIDERED TO PASS
THROUGH HINDERING TERRAIN.**

WATER TERRAIN

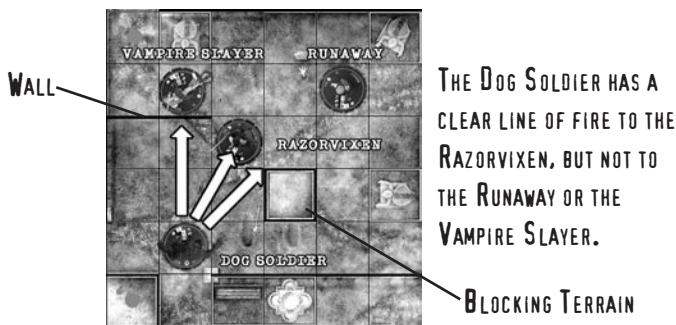
Spaces inside the boundary of a blue line are water terrain, such as streams, ponds, and other liquids. Water terrain is hindering terrain for movement purposes and clear terrain for line of fire purposes.

BLOCKING TERRAIN

Blocking terrain is an area on the battlefield with the potential to completely impede actions.

Monsters and victims cannot move into or through blocking terrain. No monster or victim can occupy a space of blocking terrain. Blocking terrain blocks any line of fire that crosses into the boundary line surrounding it. Blocking terrain spaces that are diagonally adjacent are considered continuous blocking terrain, and they block any movement through the diagonal between them.

A line of fire that passes through the diagonal of two diagonally adjacent blocking terrain spaces is blocked by the blocking terrain. A line of fire that passes through the diagonal between a space of blocking terrain and a space containing a monster or victim is blocked.



WALLS

Walls are a special type of blocking terrain indicated by heavy black lines that run along the grid lines marked on the map. Walls have no boundary lines, but they do have all the effects of blocking terrain. Monsters on opposite sides of walls are not adjacent, cannot target each other with close combat attacks, and do not need to roll to break away from one another.

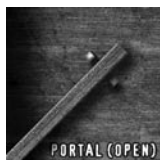
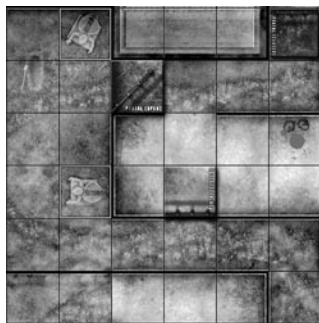
OBJECTS

The **HorrorClix** Starter Game comes with a number of two- and three-dimensional objects to be used with your games, such as portals, tombstones, and trees. Once placed on the map at the beginning of the game, these pieces cannot be moved.

PORTALS

Portals are a special type of blocking terrain. Portals are represented by cardboard markers that indicate doors, gates, or other barriers. Portals have two sides, one showing an open doorway and one showing a closed doorway. When placing a portal during setup, you can place it only in clear terrain, with its "open" side facing up.

The edge of the portal that shows the doorway is what counts as blocking terrain when the door is closed. A portal is open when no monsters or victims occupy the spaces on either side of its doorway. A portal is closed when at least one monster or victim occupies a side of the doorway. Flip the portal over as appropriate during the game as its doorway opens or closes.



Open portals. When a portal is open, monsters and victims can move across its space freely, and monsters can draw clear lines of fire through it as if the entire space were clear terrain.

Closed portals. When a portal is closed, its doorway edge acts as blocking terrain when determining line of fire. When moving a monster, if there are no opposing monsters or victims in the two spaces on either side of the doorway, then you can move your monster through the doorway as if it were open. If there is an opposing monster or victim on either side of the portal, then the portal is considered to be closed, the doorway edge counts as blocking terrain, and you cannot move your monster through the doorway.

Smashing portals. A monster in one of the two spaces on either side of a portal's doorway can attempt to smash the portal with a close combat attack. Make an attack roll; if the attack roll result is at least 13, the portal is smashed and should be removed from the game.

TOMBSTONES

If a target of a ranged combat attack is adjacent to a tombstone, the tombstone acts as a space of blocking terrain when determining line of fire. No monster or victim can end its movement on a space occupied by a tombstone, but it can move through a space occupied by a tombstone as if it were clear terrain. Tombstones can be placed only on outdoor sections of maps.

Smashing tombstones. After being assigned a close combat action, a monster adjacent to a tombstone can attempt to smash it. Make an attack roll; if the attack roll result is at least 13, the tombstone is smashed and should be removed from the game.

TREE OF THE DAMNED

If a victim is slain while adjacent to a Tree of the Damned, the active player gets one extra action to use that turn. A Tree of the Damned can be placed only on outdoor sections of maps.

MAPS

HorrorClix has three kinds of maps: outdoor, indoor, and indoor/outdoor maps. The Crumbling Mausoleum map is indoor/outdoor. The Haunted House map is indoor.

OUTDOOR MAPS

Outdoor maps have no interior spaces. A map labeled “outdoor” or “outdoors” is an outdoor map. Terrain on an outdoor map is called “outdoor terrain.” All standard rules apply to a battle on an outdoor map.

INDOOR MAPS

Indoor maps depict battlefields located entirely inside a building or structure. A map labeled “indoor” or “indoors” is an indoor map. Terrain on an indoor map is called “indoor terrain.” Battles on an indoor map use all the standard rules, with the following exceptions:

- Monsters cannot use the soaring flight mode.
- Hovering monsters and monsters with the Leap/Climb power cannot move through walls or over indoor blocking terrain.
- Monsters with the Ghost power can move through walls or indoor blocking terrain.

INDOOR/OUTDOOR MAPS

Maps labeled “indoor/outdoor” have portions that follow the rules of both indoor maps and outdoor maps. Indoor/outdoor maps follow all the rules of outdoor maps, except that spaces inside the boundary of a yellow line follow all the rules of indoor maps.

SECTION 9: OTHER IMPORTANT RULES

MINIONS

Some monsters have the power to turn victims into their servants, such as a vampire making a human into a thrall, or a grad student being turned into a werewolf after being bitten by one. When a monster's power indicates that it creates a minion when it slays a victim, remove the victim from the game and replace it with an appropriate minion token.

A minion is treated like a monster except that it cannot be blooded and it can take only 1 damage before it is killed and removed from the game.

Although minions do not appear in the Starter Game, they will appear in future expansions.

INSANITY

At the beginning of a player's turn, if the Insanity power is showing on the dial of a monster that he or she owns and controls, the result of a d6 die roll must equal or exceed the indicated number. If the die roll result succeeds, then nothing happens. But if it fails, the monster becomes insane.

When a monster goes insane, the monster's owner cannot assign it actions that turn; clear the monster of all action tokens. When the owner's turn ends, the next active player controls the insane monster, and action tokens are assigned normally. For each player in sequence, the insane monster is friendly to the active player and opposing to all other players. This continues for each active player until the beginning of the owner's next turn, at which time he or she regains control of the monster. But if the monster's dial is still showing the Insanity power, then the owner must roll once again to see if the monster goes insane. (Only the monster's owner can make an insanity roll for it.) An insane monster is worth no victory points (see "Determining Victory," p. 38) when killed. A monster killed by an insane monster earns the active player victory points.

POSSESSION

Certain monsters have the power to gain control of opposing monsters for a short period of time (as described in those powers). When a monster is possessed, it becomes a puppet friendly to the active player until the end of his or her turn. The active player can assign actions to the puppet, and action tokens are assigned normally.

During the hourglass phase, after all monsters you control in the hourglass state have been dealt 1 unpreventable damage, deal 1 unpreventable damage to any puppet you control, and assign it action tokens so that it becomes vulnerable (if it wasn't already vulnerable). A possessed monster is worth no victory points when killed. A monster killed by a possessed monster earns the active player victory points.

MULTIPLAYER RULES

- Players on the same team treat each other's monsters as friendly, and all other monsters as opposing.
- When plot twist cards can be played, any one player on the opposing team can play a plot twist card, rather than only the player to the active player's left.
- Each team adds up their combined victory points and compares the total to determine the winning team.

HORRORCLIX ETIQUETTE

To avoid or resolve arguments, we suggest the following points of etiquette:

- You will constantly pick up your monsters during a game to look at or turn their dials. Mark the space your monster was in with a token so that you return it to the correct space.
- Situations that these rules don't cover might occur, and players may disagree about how to resolve them. In all such instances, roll a d6. On a result of 1–3, the action is not allowed; on a result of 4–6, the action is allowed.

SECTION 10: ENDING THE GAME

The game ends when any one of the following situations is true:

- Only one player controls all the monsters left on the map; OR
- A predetermined number of turns or time limit for the game elapses; OR
- All players agree to end the game.

A monster cannot leave the map before the end of the game unless killed or a scenario (see “Scenarios,” p. 39) specifically allows it. The rules for ending a scenario override the standard rules for ending a game or victory conditions, if applicable.

DETERMINING VICTORY

At the end of the game, players count their victory points. Whoever scores the most victory points wins the game.

Victory points are scored as follows:

- Every opposing monster that a player kills during the game earns that player a number of victory points equal to its point value. These points are scored during the game as monsters are killed.
- A monster killed during the hourglass phase is worth 0 victory points.
- For every victim rescued or slain by monsters a player controlled during the game, that player earns 5 points per 100 points of the game’s build total. (A 200-point game values victims at 10 victory points apiece; a 300-point game values them at 15 victory points apiece, and so on.)
- Add up any additional victory points earned through playing plot twist cards or achieving certain goals.

If there is a tie for the highest victory point totals of two or more players, the winner is the player who constructed his or her army with the fewest number of points. After the game, all players retrieve their monsters, victims, cards, objects, and so on.

SECTION 11: SCENARIOS

Scenarios add special rules or limitations to a **HorrorClix** game to create a particular set of circumstances or tell a particular story. If a scenario is to be used when playing at home, all players must agree to it before beginning to build their armies.

SHROUD OF MIST

Background

A masquerade party at the local fog-shrouded cemetery becomes a hunting ground for rival packs of hungry monsters.

Objective: Each player aims to defeat the other.

Army Size: Two-player game; 100-point armies; two actions per turn.

Time Limit: 60 minutes

Map: Crumbling Mausoleum

Setup

Each player provides three victims and includes six plot twist cards in his or her crypt.

Special Scenario Rules: No ranged combat attacks are allowed.

CREAKING FLOORBOARDS

Background

An abandoned mansion becomes the playground for a gang of rowdy hide-and-go-seekers. Unknown to the intruders, there are monsters on the site who are playing for keeps!

Objective: Each player aims to defeat the other.

Army Size: Two-player game; 100-point armies; two actions per turn.


Time Limit: 60 minutes

Map: Haunted House

Setup

Each player provides three victims and includes six plot twist cards in his or her crypt.

Special Scenario Rules

If a plot twist card prevents a victim from being slain, instead of moving the victim only 1 space, the player that played the plot twist card places the victim on any empty space marked with .

SECTION 12: GLOSSARY

0 damage: A power that deals 0 damage may have that damage modified.

action: A monster's attack, move, or use of a power.

action token: A coin, bead, or some other item used to indicate if a monster has been given an action (other than a free action) and how many actions (other than free actions) that monster has been given.

activate: To initiate the use of a power. A power may be activated by an action given to a monster.

active player: The player currently taking a turn is the active player.

adjacent: Monsters and victims occupying adjacent spaces are adjacent to one another.

Monsters and victims on opposite sides of walls are not adjacent.

adjacent space: A space on the map that is touching one center space, including those on the diagonal.

archetype: The victim's name is also its archetype. Some game effects depend on a victim's archetype.

army: The force of monsters controlled by a player.

attack: An action that includes an attack roll to determine if one monster hits another.

attack roll: The result of rolling two dice when a monster makes a close or ranged combat attack.

attack value: A number that represents a monster's ability to successfully hit a target in combat.

attacker: The monster initiating an attack.

base: The piece of plastic on which a figure is mounted.

battlefield: The location where the monsters fight.

blocking terrain: Terrain that prevents an attacker from drawing a clear line of fire. Monsters and victims cannot move through blocking terrain. Spaces inside the border of a brown line are blocking terrain.

blooded: When a monster has slain or rescued its first victim, it becomes blooded.

Blooded monsters get the ability to frenzy, which allows them to move and then make a close combat attack as a free action.

boundary line: The colored line indicating the type and outermost spaces of an area of terrain.

break away: To move away from adjacent opposing monsters.

build total: The maximum value allowed when the point values of all elements of a player's force for a game are added together.

cabal: A group of monsters working under the leadership of a powerful monster called a cabal leader. Monsters that belong to a cabal have bases and monster cards marked with the cabal symbol.

cabal leader: A powerful monster that leads a cabal. It has powers that allow it to either benefit from or affect all the members of its cabal.

class: Groupings that certain monsters belong to, as printed on their monster cards. Different game effects reference and/or might depend on a monster's class.

clear terrain: Areas of the battlefield where a monster can move or make a ranged combat attack without penalty.

click: A single turn of the dial resulting in a "click" that may be felt and heard.

close combat action: An action given to a monster that allows it to make a close combat attack.

collector's number: A number specific to a particular monster, victim, card, or other game element.

combat dial: The piece of plastic under a monster's base, upon which the monster's powers and combat values are printed.

combat value: The four numbers visible through the stat slot on a monster's dial, and the number printed next to the lightning bolt(s) on a monster's base.

controller: The player who currently controls and makes decisions for a monster.

copy: A multiple of a game element. For example, an army can contain more than one copy of a non-Unique figure.

critical hit: Any roll of the dice that results in two 6s showing.

critical miss: Any roll of the dice that results in two 1s showing.

crossroads card: Monster cards with two different starting sides, each representing two entirely different play styles for that monster.

crypt: A player's beginning hand of plot twist cards. No two cards may be the same.

d6: A six-sided die.

damage: A change in a monster's condition that brings it closer to being killed, causing a player to click the combat dial of the monster in a clockwise direction.

damage dealt: The number of clicks an attacking monster deals to a target monster.

damage taken: The number of clockwise clicks applied to a target monster.

damage value: A number that represents the number of clicks of damage a monster can deal with a successful attack.

defense value: A number that represents a monster's ability to avoid being hit.

dependant power: Powers that activate only when a monster is given a particular action.

diagonal: A direction that is neither parallel nor perpendicular but that is on an oblique angle from a central point. The four spaces that meet a central space at that space's corners are diagonal from that space.

doorway: The edge of a portal marker that shows either an open door/gate or a closed door/gate.

edge: One of the outermost boundaries of a map or an area of terrain.

elevation change modifier: The reduction of a flying monster's speed value by 1 each time it ascends to soaring level or descends to hovering level.

eliminated: Removed from the game.

evade: To avoid being hit by an attack that would normally be successful.

figure: The sculptural representation of a monster that is mounted on its base.

first player: The person who takes the first turn in a game.

flight indicator: The small piece of plastic that slides up and down on the clear stand to which a flying monster is mounted.

flying: A speed mode that allows monsters to hover and soar. This is indicated by a bat wing symbol printed next to a monster's speed value.

free action: An action that doesn't place an action token on a monster.

frenzy: A special kind of action that allows you to assign a blooded character a move action, followed by a close combat attack as a free action.

friendly monsters: Monsters that you control, and monsters controlled by an allied teammate.

grounded: A monster that is not soaring.

healing: Restoring health that has been reduced by damage by clicking the combat dial of a monster in a counterclockwise direction.

hindering terrain: An area containing trees, furniture, debris, objects, and other similar items that might obstruct a monster's actions. Spaces inside the border of a green line are hindering terrain.

hindering terrain modifier: The addition of 1 to a target's defense value when the line of fire from the attacker to the target crosses the boundary line of hindering terrain.

hit: When the result of 2d6 and the attacker's attack value is equal to or greater than the defense value of the target.

hourglass: A symbol on a monster's dial that indicates that the monster is currently unable to move, attack, or be attacked in some manner.

hourglass phase: The part of a player's turn, after the player has finished assigning actions, during which he or she deals 1 unpreventable damage to each monster he or she controls that is showing an hourglass on its dial.

hourglass state: A monster showing one or more hourglasses is in an hourglass state.

hovering: Flying close to the ground.

hunting phase: The part of a player's turn in which the player gives move, close combat, and ranged combat actions to his or her monsters.

ignores: Is not affected by or treats the stated property or effect as if it didn't exist or happen.

immovable: A monster showing an hourglass symbol in place of a speed value cannot be assigned move actions; it is immovable. Monsters do not need to roll to break away from immovable monsters.

incapable: A monster showing an hourglass symbol in place of its attack value cannot be assigned any actions; it is incapable.

increase: To modify a value by raising it a set amount.

indoors: Anywhere on a map labeled "Indoor" or "Indoors" or inside a yellow boundary line on a map labeled "Indoor/Outdoor."

in play: A monster, object, card, or other game piece that has been legally played on the table and that is able to affect the game.

insanity: A monster condition that causes it to leave the control of its owner.

intangible: A monster showing an hourglass symbol in place of its defense value cannot be targeted by any attack, and it does not block line of fire; it is intangible.

killed: A monster that is removed from the game because its dial showed three skull symbols.

line of fire: The path a ranged combat attack takes from an attacker to a target.

lost power: When a power is no longer showing on a monster's combat dial after the monster takes damage or healing.

minion: A minion is treated like a monster, except that it cannot be blooded and can take only 1 damage before it is killed.

modifier: A number that increases or reduces a combat value, damage dealt, or damage taken.

monster: A playing piece that represents a personality in the game.

monster card: A card that comes with each specific monster; it details that monster's powers.

move action: An action given to a monster that allows it to move up to its speed value in spaces or make a break away attempt.

no damage: An attack that deals no damage and may not have the damage further modified by powers.

objects: Two- and three-dimensional sculptures and tokens placed on the board during setup (for example, the Tree of the Damned, portals, or tombstones).

opposing monsters: Monsters that are controlled by an opponent.

outdoors: Anywhere on a map labeled "Outdoor" or "Outdoors" or not inside a yellow boundary line on a map labeled "Indoor/Outdoor."

owner: The player who owns a specific game piece.

penetrating damage: Damage that cannot be reduced by powers that reduce damage dealt.

plot twist card: Cards that commonly allow a player to save a victim from being slain by an enemy monster or that provide any number of other game play effects.

point value: The number of points it costs to add a monster to an army.

portal: Two-sided square cardboard marker used to represent doors and gates; it is an object. The edge of a portal showing a doorway may be either clear or blocking terrain depending on which side of the portal is facing up.

possession: When a player temporarily takes control of an opposing monster.

powers: A monster's special abilities. Powers are represented on a monster's combat dial by colored circles surrounding the monster's combat values.

preview phase: The part of a player's turn before he or she either moves victims or assigns his or her monsters specific actions.

puppet: The term for a monster that has been possessed.

range: The distance (in spaces) between a monster and a specific space, counting from the center of one space to the next and including the target space.

range value: The maximum distance (in spaces) at which the monster can attack a target.

ranged combat action: An action given to a monster that allows it to make a ranged combat attack.

ranks: The different levels of experience represented by yellow, blue, red, silver, bronze, gold, or purple rings on the monsters' bases. The colors identify each monster as a rookie, experienced, veteran, Unique, Limited Edition, super-rare, or promotional monster, respectively.

reduce: To modify a value by lowering it a set amount.

removed from the game: A monster, object, or other game piece that cannot be used again in the current game.

replacement value: A value that is substituted for one of a monster's combat values.

scenario: Special rules for a particular **HorrorClix** game, as agreed upon by all players before the game begins.

set symbol: An icon on a monster's base that marks it as part of a particular **HorrorClix** set.

slay: When a monster ends its movement on a victim's space, it slays that victim. Put the slayed victim's token on the monster card of the monster that slayed it.

smashing: The process of removing portals, tombstones, or other objects from the game.

soaring: Flying high above the battlefield.

speed value: The maximum number of spaces a monster can move in an action.

starting area: An area inside the boundary of a purple line.



starting position: The position on the combat dial that represents a monster's combat values at the beginning of a game. This position is often designated by a vertical green line to the left of one set of combat values.

stat slot: The L-shaped "window" in a monster's base through which the monster's combat dial is visible.

suspense phase: The phase during which the chosen victim is moved.

swimming: A speed mode that allows monsters to treat water terrain as clear terrain for movement. This is indicated by a shark fin symbol printed next to a monster's speed value.

target: The monster or monsters against which an attack is being made or a power is being directed.

- terrain:** Map features that represent water, trees, rocks, cars, walls, buildings, and other physical features that might appear on the battlefield.
- terrain markers:** Square pieces of cardboard used to represent different types of terrain, such as webs, clouds of smoke, fallen statues, and special items required by scenarios.
- this monster:** The phrase “this monster” always refers to the the monster using a power or being given an action.
- transform:** When some monsters achieve certain objectives indicated on their monster cards, flip over the monster card to reveal new and altered powers on the other side; this is transforming.
- unpreventable damage:** Damage that cannot be reduced by any power or effect, and cannot be dealt or transferred to a different monster.
- victim:** Victims are resources to be consumed in order to make your monsters more powerful, neutralized in order to keep your opponent's monsters from gaining certain advantages, or protected in order to give specific kinds of monsters potent advantages.
- victim pool:** The combined number of victim tokens all players contribute at the beginning of the game.
- victory conditions:** The rules that outline how a winner is determined at the end of a HorrorClix game.
- vulnerable:** When a monster has two action tokens, it is vulnerable. Vulnerable monsters are susceptible to certain kinds of powers and attacks, as indicated by those powers and attacks.
- wall:** Walls are a special type of blocking terrain indicated by heavy black lines that run along the grid lines marked on the map.
- water terrain:** Terrain that does not impede the movement of monsters with the  speed symbol but is hindering terrain to monsters with the  speed symbol. Spaces inside the boundary of a blue line are water terrain.

COLLECTOR'S CHECKLIST

R	E	V	U	LE	MONSTERS
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			Dog Soldier
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			Razorvixen
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			Brine Witch
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			Zombie Cop
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			Skeletal Maiden
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			Jester
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			Dire Wolf
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			Devil Imp
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			Constrictor
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			Shambling Zombie
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			Zombie Lawyer
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			Runaway
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			Mr. Fright
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			Vampire Enforcer
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			Sorority Zombie
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			Scarecrow
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			Evil Leprechaun
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			Executed Convict
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			Ghost Finder
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			Deep One
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			Faith Priest
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			Matron Mother
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			Vampire Hunter
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			Tickler
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			Hook
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			Terror Demon
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			Nosferatu
			<input type="checkbox"/>		Field Agent
			<input type="checkbox"/>		Widow Octavia
			<input type="checkbox"/>		Headless Horseman
			<input type="checkbox"/>		The Fiend
			<input type="checkbox"/>		Rasputin
			<input type="checkbox"/>		Avatar of Cthulhu
			<input type="checkbox"/>		Reaper of Souls
			<input type="checkbox"/>		Tomb Mummy
			<input type="checkbox"/>		Blood Demon
			<input type="checkbox"/>		Dire Werewolf
			<input type="checkbox"/>		Jekyll and Hyde
			<input type="checkbox"/>		Stoker
			<input type="checkbox"/>		Bishop Luzifer
	<input type="checkbox"/>				Jack the Ripper*
	<input type="checkbox"/>				Bane Wolf**
	<input type="checkbox"/>				Blood Vamp**
	<input type="checkbox"/>				Chainsaw**
	<input type="checkbox"/>				Skeleton**
	<input type="checkbox"/>				Outpatient**
	<input type="checkbox"/>				Lynch Ghost**
			<input type="checkbox"/>		The Widow***
			<input type="checkbox"/>		The Mad Monk***
			<input type="checkbox"/>		R'lyeh Guardian***
			<input type="checkbox"/>		Dr. Henry Jekyll***

R—Rookie, E—Experienced, V—Veteran, U—Unique, LE—Limited Edition

*This figure is available only through the “Buy it by the Brick” promotion. See www.horrorclix.com/brick for details.

These game pieces are available only in the **HorrorClix Starter Game.

***These game pieces are available only through **HorrorClix** in-store play. Visit your local retailer for details.

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100

[illegible]

Trip**
 Broke a Heel**
 Cold Spot
 Stuck Door
 Cell Phone**
 Watch Out!
 Fearsome Growl
 Mesmerized
 Cry for Help**
 Frozen with Fear
 Tricky, Tricky Monster**
 I'm Not Going Anywhere
 Look Left, Dodge Right
 Fire Axe**
 Silver Crucifix
 Hair Spray Blowtorch
 Terror Sprint**
 Secret Passage
 Bad Luck
 Paranoia**
 Take My Hand!
 Just a Little Bit Further!
 Power of Faith
 Unlikely Martyr**
 Subplot: Last Monster Standing**
 Subplot: The Chosen Few
 Subplot: Bitter Hatred
 Subplot: Nobody Gets out Alive**
 Subplot: Bring Them to Justice
 Subplot: Guardian's Mission
 Unlucky at Love
 Never Get Undressed
 Ticking Clock: Just After Sunset**
 Ticking Clock: Stroke of Midnight
 Ticking Clock: Just Before Dawn
 Ticking Clock: Broad Daylight
 Tangled Webs***
 Bug Spray***
 Cocoon***
 Rock Salt Shotgun***
 Ghost Trap***
 Beg for Mercy***
 Severed Limb***
 Bloody Feast***
 Wig and Sunglasses***
 Nice Guys Finish Last***
 Hidden Camera***
 Tripwire***

R E V U L E VICTIMTOKENS

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Prom Queen
Pizza Guy
Reporter
Cheerleader
Cop
Jock
Nerd
Girlfriend
Counselor
Teacher
Boyfriend
Sheriff
Exterminator
Psychic
Survivor
Starlet

R—Rookie, E—Experienced, V—Veteran, U—Unique, LE—Limited Edition

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COMING JANUARY 2007

