



Document updates are tournament legal **May 21st, 2008**. All new entries since the last update are shown in **red**. For answers to any rules questions not addressed in

- this document
- the **Horrorclix** rulebook (<http://www.wizkidsgames.com/horrorclix/documents/HorrorClixRules.pdf>)
- the **Horrorclix** rules forum (<http://forum.wizkidsgames.com/forumdisplay.php?forumid=250>)

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Forums: Any ruling made by the official rules arbitrator on a **WizKids HorrorClix forum** is an official ruling. The ruling is tournament legal only when a document containing it (such as this one) is published on the **WizKids** website.

Rulebook

SECTION 1: MONSTROUS ANATOMY

Plot Twist Cards:

- ⌚ Plot Twist cards are considered unique by expansion and card number combination.

SECTION 2: PREPARE TO PLAY

- ⌚ **A monster with a gold or bronze rarity tab is Unique**
- ⌚ The Unique and Limited Edition versions of the same figure are considered different monsters; you may have one of each on an army.
- ⌚ Limited Edition minions are not considered Unique unless they have a silver ring.

SECTION 3: IMPORTANT GAME CONCEPTS

Hourglasses:

- ⌚ page 18: In the entry for “⌚ Incapable:” insert the word “attack” after the word “any.”
- ⌚ An Intangible monster may still take damage.

SECTION 4: THE PREVIEW PHASE

- ⌚ Any monster card which states “At the beginning of your turn you can flip this card,” may only be flipped once per turn.

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SECTION 5: THE SUPENSE PHASE

- ☠ page 21: Append the following sentence to the end of step 2: “If the opponent declines to play a plot twist, the active player may play one plot twist card that affects the chosen victim.”

SECTION 6: THE HUNTING PHASE

Slaying Victims:

- ☠ page 24: In the first sentence of the second paragraph of Slaying Victims replace “an opposing player” with “the opposing player to that player’s left.”
- ☠ page 24: Insert the following sentence after the first sentence of the second paragraph of Slaying Victims: “If the opponent declines to play a plot twist, the active player may play one plot twist card that specifically affects the slaying of a victim”
- ☠ page 25: Replace the first sentence of the page, “A monster that has slain a victim is blooded.”, with “A monster that has a victim token on it’s card is blooded.”
- ⌚ A monster may slay victims while soaring.

Rescuing Victims:

- ☠ page 25: Remove the sentence “A monster that rescues a victim is also blooded.”

Frenzy:

- ☠ page 26: Replace the first paragraph of Frenzy with the following: “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, the monster can be assigned a close combat action as a free action. At that time you may choose to activate one (and only one) of your monster’s powers marked with the close combat ‘cleaver’ symbol.”
- ☠ page 27: Insert the words “or replaces” after the word “modifies” in the second sentence of the example.
- ⌚ Frenzy must be declared at the beginning of the move action, before any breakaway rolls if applicable.
- ⌚ The close combat action granted during frenzy is optional, and there is no need to declare a target when declaring frenzy.
- ⌚ If a monster that has declared frenzy is no longer blooded after the resolution of the move action, then it may not be assigned a close combat action.

Soaring Monsters and Combat:

- ☠ Page 29: Insert this sentence after the first sentence of Soaring monsters and Combat: “Grounded monsters may only make ranged combat attacks against soaring monsters.”
- ☠ Page 29: Replace “Soaring monsters ignore blocking terrain, grounded monsters, and victims for line of fire purposes.” with “Ignore blocking terrain, grounded monsters, and victims when drawing line of fire to or from a soaring monster.”

SECTION 8: TERRAIN

Hindering Terrain and Ranged Combat:

- ⌚ If the line of fire between two characters in continuous hindering terrain never crosses a boundary line of hindering terrain, the hindering terrain modifier still applies.

Walls:

- ⌚ All walls are assumed to stop exactly at the edges of squares. Even if it looks like a wall “sticks out” into a doorway, it doesn’t, and thus diagonal attacks can pass through without being blocked.

Portals:

- ☠ page 34: Add the following paragraph under “Closed Portals”: “When moving the chosen victim, if there are no monsters in the two spaces on either side of the doorway, then you can move the chosen victim through the doorway as if it were open. If there is a monster 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 the chosen victim through the doorway.”

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Tree of the Damned:

- ☠ page 35: Add the following paragraph: “If a target of a ranged combat attack is adjacent to a Tree of the Damned, the Tree of the Damned acts as a space of blocking terrain when determining the line of fire. No monster or victim can end its movement on a space occupied by a Tree of the Damned, but it can move through a space occupied by a Tree of the Damned as if it were clear terrain. A Tree of the Damned can be placed only on outdoor sections of maps.”
- ⌘ A Tree of the Damned may not provide more than one action per turn.
- ⌘ A victim may not trigger more than one Tree of the Damned.

Maps:

- ☠ page 35: The Crumbling Mausoleum map should be listed as outdoor, not indoor/outdoor.

SECTION 9: OTHER IMPORTANT RULES

Minions:

- ⌘ Minions belong to the class in their name. For example, a Werewolf Minion belongs to the werewolf class.
- ⌘ Minions are not worth victory points unless a subplot, plot twist, or other game effect specifically states otherwise.
- ⌘ **Victims used to create minions, as well as victims slain or rescued by minions, are placed on the cards which allow those minions to be created. These cards are treated as monster cards for purposes of “Determining Victory” in Section 10 of the rulebook.**

Insanity:

- ~~⌘ If an insane monster slays or rescues a victim, the player currently controlling the victim receives the victory points for that victim.~~
- ⌘ If the transfer of control of a monster due to Insanity causes one player to control all the monsters on the map, then the game ends per the rules of *Section 10: Ending the Game*.

Possession:

- ⌘ **If a monster with 2 action tokens is Possessed, it may still be given an action.**
- ⌘ If the transfer of control of a monster due to Possession causes one player to control all the monsters on the map, then the game ends per the rules of *Section 10: Ending the Game*.

SECTION 10: ENDING THE GAME

Determining Victory:

- ☠ **Replace the text for bullet 3 with the following: “For every victim on a monster card at the end of the game, that monster’s controller 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.)”**
- ⌘ If all of the monsters on a player’s army are eliminated, that player’s subplot is removed from play as well, and no victory points are awarded for it.

Maps

Haunted House indoor map:

- ☠ This map should have a 12th victim starting location at position H-11.

Crumbling Mausoleum outdoor map:

- ☠ This map should have a 12th victim starting location at position F-14.

Powers

- ⌘ If a monster is granted the same power from two different sources, it does not gain the power twice.

Carry:

- ⌘ **A standard monster is a monster which only occupies a single square and which does not have a  (giant) damage symbol.**

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Charmed:

- ⌚ This power may be used once per each player's turn.
- ⌚ This power may be used to reroll the attack roll of the monster using the power or any monster adjacent to that monster.
- ⌚ Any rerolls are made by the player who made the initial roll.


Facehugger:

- 💀 This power should not have a  (cleaver) icon.

Feast:

- 💀 This power should read: " (cleaver) If the target of the attack takes at least 1 damage, heal this monster of 1 damage."

Ghost:

- 💀 This power should read: " (boot) This monster automatically breaks away and ignores the effects of hindering terrain, monsters, portals, victims, and blocking terrain for movement purposes."

Grenade:

- ⌚ A critical hit does not affect damage dealt to adjacent monsters.


Harmonic Convergence:

- 💀 The first sentence of this power should read: Friendly Legends given a close combat action can modify their attack values by +X, where X is the number of other friendly Legends in play."

Injection:

- ⌚ When a monster goes insane due to Injection, the Insanity is automatic and control is immediately transferred to the active player.
- ⌚ Insanity triggered by injection ends at the beginning of the turn of the insane monster's owner.

Leap/Climb:

- 💀 This power should read: " (boot) This monster automatically breaks away and ignores the effects of monsters, victims, hindering terrain, and outdoor blocking terrain for movement purposes."

Rake:

- 💀 This power should read: "After this monster slays or rescues a victim, deal 1 damage to an adjacent opposing monster."

Ravage:

- ⌚ An evaded attack is not considered a successful attack.

Retributive Strike:

- ⌚ An evaded attack is considered a missed attack.

Unseal:

- ⌚ This power ignores Seal.

Cabal Powers

- ⌚ "This monster" refers only to the cabal leader, not other cabal members.

B.P.R.D.™:

- 💀 This power should read: "This monster gets +1 to its attack value for each other friendly member of its cabal adjacent to the target."

Alpha Male:

- 💀 This power should read: "This monster and all friendly monsters of this monster's cabal modify their attack values by +1 for each other friendly member of their cabal adjacent to the target."

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Pack Tactics:

- ☠ This power should read: “This monster gets +1 to it’s attack value for each other friendly member of its cabal adjacent to the target.”

Monsters

Horrorclix (Base Set)

Brine Witch, Demo (DEMO3):

- ☠ This monster’s Start B dial should not have orange circles on its defense. Instead, it should have a blue circle on its damage wherever an orange circle on defense appears.

Jester, Demo (DEMO5):

- ☠ This monster should have a purple circle on its speed on its 1st and 5th clicks.

Dog Soldier, Rookie (001):

- ☠ This monster should have a red starting line on its 5th click.

Razorvixen, Experienced (005):

- ☠ This monster should not have a red circle on its attack value on its 1st click.

Mr. Fright, Experienced (038):

- ☠ This monster should not have a red circle on its defense value on its 3rd click.

Evil Leprechaun, Veteran (051):

- ☠ This monster’s card should list the point value as 50 points.

Ghostfinder, Veteran (057):

- ☠ This monster should not have the (Hellbound) cabal symbol on its card.

Tickler, Rookie (070):

- ☠ This monster should not have hourglass symbols on its attack value on its first four clicks. Instead its attack value on its first four clicks should be 9, 8, 8, and 7, respectively, with no color.

Tickler, Experienced (071):

- ☠ This monster should not have hourglass symbols on its attack value on its first four clicks. Instead its attack value on its first four clicks should be 9, 8, 8, and 8, respectively, with no color.

Tickler, Veteran (072):

- ☠ This monster should not have hourglass symbols on its attack value on its first four clicks. Instead its attack value on its first four clicks should be 9, 9, 9, and 8, respectively, with no color.

Field Agent, Rookie (082):

- ☠ This monster should have the (The Order) cabal symbol on its card.

Field Agent, Veteran (084):

- ☠ This monster should not have the (The Order) cabal symbol on its card.

Avatar of Cthulhu, Unique (089):

- ☠ Some of these figures may not have the correct dials. This monster’s starting click should have 6, 9, 18 and 2 for speed, attack, defense and damage, respectively. It should also have an orange circle on defense and blue circle on damage.

Dire Werewolf, Unique (093):

- ☠ The “**Grave**” ability on this monster’s card should read: “When this monster kills a monster, turn this monster’s dial to the green starting line and flip over this card.”

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Blood Vamp, Experienced (☼098):

- ☠ This monster's card should not have the "begins game on red starting line" wording.

Jack the Ripper, Unique (☼107):

- ☠ This monster's card should list the point value as 110 points.

Dr. Henry Jekyll, Unique (☼204):

- ☠ The "**Dangerous Elixir (Transform)**" power should be: "**Dangerous Elixir (Change)** – When this monster slays a victim, you may turn its dial to the red starting line and flip this card."

Marvel™ HeroClix®: Supernova ☼

- ⌘ The Marvel Zombie figures (☼200-☼203) are legal for use in Horrorclix.

The Lab 🧪

Mi-Go (🧪089):

- ☠ The attribution for the text on side B, "The Whisperer in the Darkness", should be "The Whisperer in Darkness"

Alien vs Predator™ **AVP**

Egg Base (**AVP**008):

- ⌘ The Chained Queen dial may not attack the Harness dial.
- ⌘ A player fielding this monster receives +3 plot twists for the Alien Queen.
- ⌘ This monster may not receive action tokens by any means.

Alien Queen, Unique (**AVP**009):

- ⌘ This monster is only required to have space available for all 4 squares of its base at the end of its movement.
- ⌘ If this monster ends its movement on multiple victims, it will attempt to slay them all. Slaying attempts will resolve consecutively; the monster's controller will determine the order, and opponents will have the opportunity to play a plot twist on each slaying attempt.
- ⌘ This monster must still draw line of fire as normal for ranged combat attacks.
- ⌘ This monster may receive and be affected normally by action tokens.

Hellboy™ and the B.P.R.D.™ 🌐

Liz Sherman™, Veteran (🌐002):

- ☠ This monster should have a damage value of 2 on its 6th click.

Abe Sapien™, Veteran (🌐003):

- ☠ This monster's card legend for speed should read "🐬=🦈" (dolphin=shark-fin), not "🦶=🦶" (boot=boot).

Johann Kraus™, Rookie (🌐005):


- ☠ This monster's card should list the point value as 50 points.
- ☠ This monster should have a damage value of 0 on its 5th click.
- ☠ This monster does not fly; ignore the flight stand on this monster.


Captain Ben Daimyo™, Veteran (🌐006):


- ☠ The 7th click on this monster should have 3 skull symbols in addition to 3 KO symbols.



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Freakshow


Vampire Roustabout, Rookie ( 001):


-  The “**Scare**” power on this monster’s card should be brown.


Vampire Roustabout, Experienced ( 002):


-  The “**Scare**” power on this monster’s card should be brown.
-  This monster should have a damage value of 1 on its 5th click.


Wild man of Borneo, Veteran ( 006):


-  The “**Phantom**” power on this monster’s card should be black.


Cannibal Clowns, Experienced ( 011):

-  The “**Snack**” power on this monster’s card should be green.


Escape Artist, Experienced ( 014):


-  The “**Changing Places (Trap)**” power on this monster’s card should be brown.


Hungry Bertha, Rookie ( 016):


-  This monster’s card should list the point value as 35 points.


Hungry Bertha, Experienced ( 017):


-  This monster’s card should list the point value as 40 points.


Scorch, Veteran ( 024):

-  The blue power on this monster’s dial should be “**Area** - Once at the beginning of your turn as a free action, this monster deals 1 damage to each adjacent opposing monster.”

The Great Slicini, Veteran ( 033):


-  This monster’s card should list the point value as 45 points.


Skell, Veteran ( 036):


-  The “**Spree**” power on this monster’s card should be green.


Bat Boy, Rookie ( 055):

-  This monster’s card should list the point value as 30 points.


Bat Boy, Experienced ( 056):


-  This monster’s card should list the point value as 35 points.

Eddie the Bat Boy, Veteran ( 057):

-  This monster’s card should list the point value as 45 points.




Gerard, Veteran ( 060):

-  The “**Snack**” power on this monster’s card should be orange.

Flying Monkeys, Rookie ( 064):

-  This monster’s card should list the point value as 65 points.
-  This monster should have the  (bat-wing) movement symbol.

Flying Monkeys, Experienced ( 065):

-  This monster’s card should list the point value as 70 points.
-  This monster should have the  (bat-wing) movement symbol.

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Lost Winkies, Veteran (👁️066):

- 💀 This monster's card should list the point value as 75 points.
- 💀 This monster should have the 🦇 (bat-wing) movement symbol.

Big Red, Veteran (👁️075):

- 💀 This monster should have the 🏴 (cabal) symbol on its card.

Tattooed Man, Experienced (👁️077):

- 💀 The **"Eyes of Insanity (Injection)"** power on this monster's card should be green.

Elephant Man, Unique (👁️085):

- 💀 The **"Rake"** power on this monster's card should be brown.

Tracker, Unique (👁️086):

- 💀 This monster should have the 🏴 (The Order) cabal symbol on its card.
- 💀 This monster's card should list the point value as 135 points.

Fiji Mermaid, Unique (👁️088):

- 💀 This monster should have the 🦈 (shark-fin) movement symbol.

Miss Slyther, Limited Edition (👁️201):

- 💀 The **"Coils (Trap)"** power on this monster's card should be brown.

Nightmares 🦇🦇

Jack in the Box (🦇024):

- ⌚ This monster is a member of the 🏴 (Hellbound) cabal only while it is transformed.

Mime Monster (🦇041):

- 💀 This monster rescues victims.

Plot Twists

Horrorclix (Base Set) 🌀

The Chosen Few (🌀026):

- ⌚ This plot twist awards victory points for victims that have been rescued (by any player) as well as victims remaining on the map and victims which have been removed from the map by means other than slaying.

The Lab 🧪

Minion Subplots (🧪015-🧪020):

- 💀 The final sentence should read: "If you have any friendly <class> minions in play at the beginning of your turn, you get an extra action that turn which can be assigned only to a friendly <class> minion."

Immobilizing Collar (🧪007):

- ⌚ This plot twist may not be played on monsters that automatically break away; a successful break away requires a die roll.
- ⌚ This plot twist will not prevent the free close combat action granted by Frenzy.
- ⌚ This plot twist does not cause monsters to receive action tokens other than those dictated by the actions they were given; "the monster's controller gives it an action token" is simply a clarifying statement.

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Matrix of R'yleh (L009):

- ⌚ Play this plot twist after the dependant power has been declared, but before an attack roll is made.

Experimental Injection (L012):

- ⌚ Play this plot twist after the dependant power has been declared, but before an attack roll is made.

Tire Iron (L11D):

- 💀 This card should read: “Play this card when a victim is about to be slain. Roll a D6. On a result of 4-6 the victim is slain. On a result of 1-3 deal 1 damage to the monster; if the monster is still alive, roll again.”

Reversion Serum (L2B):

- 💀 This card should read: “Play this card when a minion token is put into play. Roll a d6. On a result of 4-6, remove the minion token from the game and replace it with the last rescued or slain victim. Victory points are not gained for the victim.”

Alien vs Predator™

It's Hatching! (AVP005):

- 💀 Replace “place the chosen victim beneath the attacker.” with “the Alien Egg minion slays the victim instead.”

Freakshow

No Way That's Real... (F002):

- 💀 Replace “preview phase” with “suspense phase”.

Clown Car (F013):

- ⌚ If a victim stacked on another victim is rescued, both victims are rescued.
- ⌚ If a slaying or rescue attempt of a stacked victim fails both victims remain in the stack and are moved together.

Popcorn Trail (F2B):

- 💀 Replace “preview phase” with “suspense phase”.