



DC
COMICS™

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WIZKIDS™

HEROCLIX

PRINT & PLAY

BYSTANDER TOKENS

Text from Player's Guide 1/29/2014

PRINTING INSTRUCTIONS

1. From Adobe® Reader® or Adobe® Acrobat® open the print dialog box (*File > Print* or *Ctrl/Cmd + P*).
2. Under *Pages to Print > Pages* input the pages you would like to print. (See *Table of Contents*)
3. Under *Page Sizing & Handling > Size* select *Actual size*.
4. Under *Page Sizing & Handling > Multiple > Pages per sheet* select *Custom* and enter *3 by 3*.

PRINTING INSTRUCTIONS

(CONTINUED)

5. Under *Page Sizing & Handling* > *Multiple* > *Orientation* select *Landscape*.
6. If you want a crisp black border around each card as a cutting guide, click the checkbox next to *Print page border* (under *Page Sizing & Handling* > *Multiple*).
7. Click OK.
8. When cutting out tokens use dotted lines as a guide or use a $1\frac{3}{8}$ "– $1\frac{1}{2}$ " hole punch (readily available at most hobby or scrapbooking stores).

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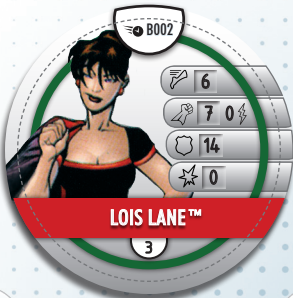
ALFRED PENNYWORTH™



6
COST


B001

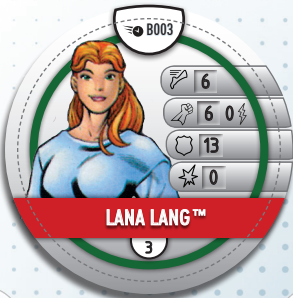
LOIS LANE™



3
COST


B002

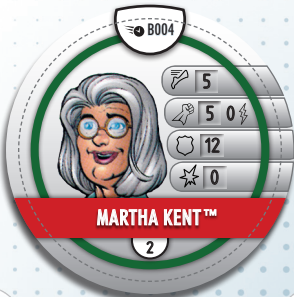
LANA LANG™



3
COST


B003

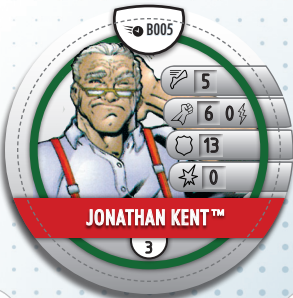
MARTHA KENT™



2
COST

B004

JONATHAN KENT™



3
COST


B005

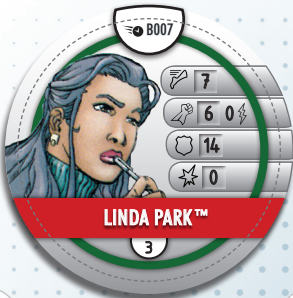
PERRY WHITE™



3
COST


B006

LINDA PARK™



3
COST


B007

PAPER BOY



3
COST


B008

SCIENTIST



3
COST

B009

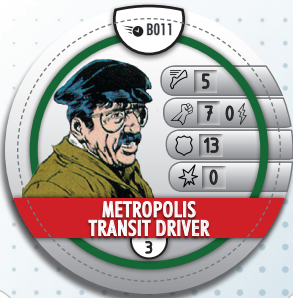
SECURITY GUARD



6
COST


B010

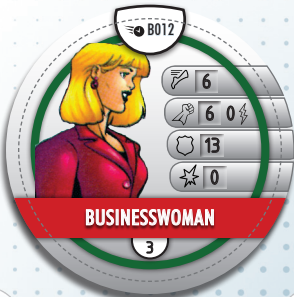
METROPOLIS TRANSIT DRIVER



3
COST


B011

BUSINESSWOMAN



3
COST


B012

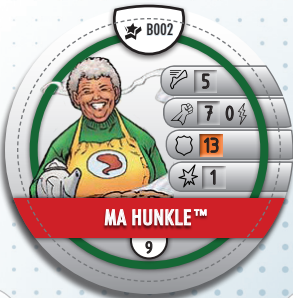
IRIS WEST-ALLEN™



3
COST

B001

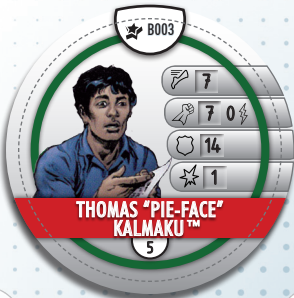
MA HUNKLE™



9
COST


B002

THOMAS "PIE-FACE" KALMAKU™



5
COST

B003

HARVEY BULLOCK™



12
COST

B004

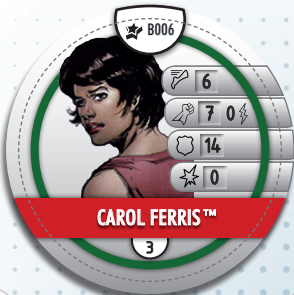
DR. JEREMIAH ARKHAM™



2
COST


B005

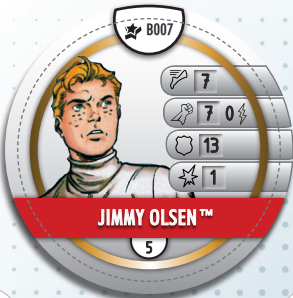
CAROL FERRIS™



3
COST


B006

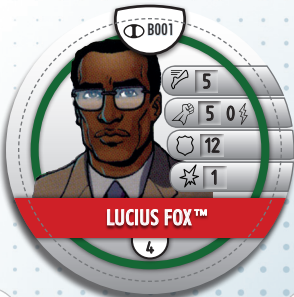
JIMMY OLSEN™



5
COST

B007

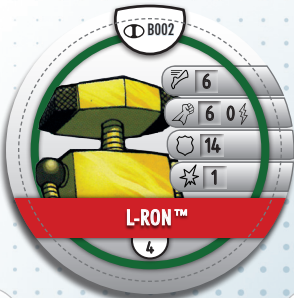
LUCIUS FOX™



4
COST

B001

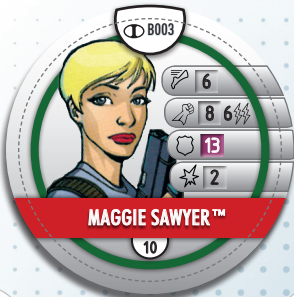
L-RON™



4
COST

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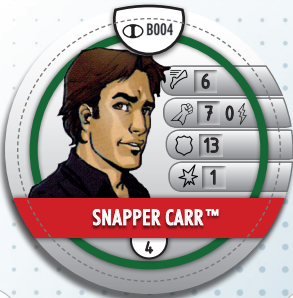
MAGGIE SAWYER™



10
COST

B003

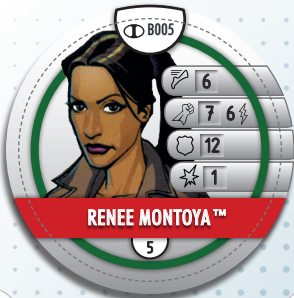
SNAPPER CARR™



4
COST

B004

RENEE MONTOYA™



5
COST

B005

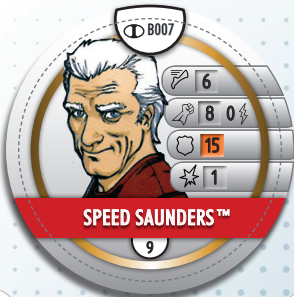
LIAN HARPER™



1
COST

B006

SPEED SAUNDERS™



9
COST

B007

DETECTIVE CHIMP™



5
COST

CD
B001

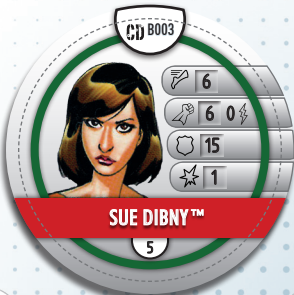
EDDIE FYERS™



9
COST

CD
B002

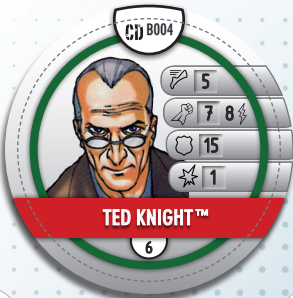
SUE DIBNY™



5
COST

CD
B003

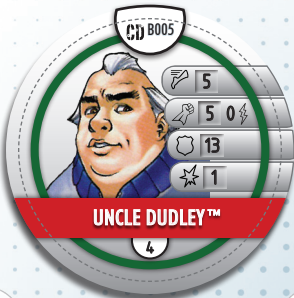
TED KNIGHT™



6
COST

CD
B004

UNCLE DUDLEY™



4
COST

CD
B005

LINDA PARK-WEST™



4
COST

CD
B006

OBERON™



10
COST

CD
B007

ANGRY SPIRIT

CD B225



ANGRY SPIRIT

**Special
COST**

Playable only with Spectre scenario.

**CD
B225**

AMANDA WALLER™



12
COST


B001

LEGIONNAIRE™



4
COST


B002

MISTER TAWKY TAWNY™



6
COST


B003

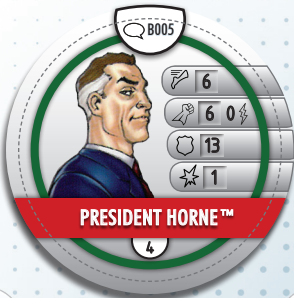
DANE DORRANCE™



7
COST


B004

PRESIDENT HORNE™



4
COST


B005

SARGE STEEL™



8
COST

B006

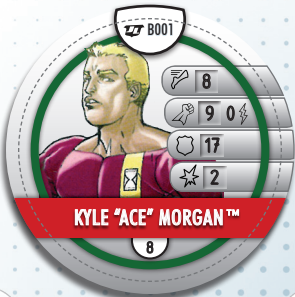
MARVIN AND WENDY™



9
COST


B007

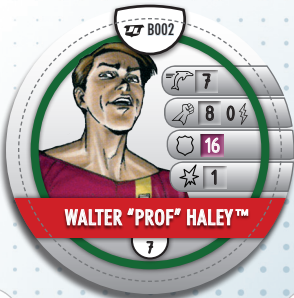
KYLE "ACE" MORGAN™



8
COST

B001

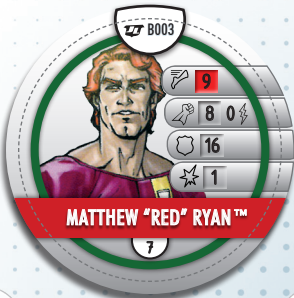
WALTER "PROF" HALEY™



7
COST

DC
B002

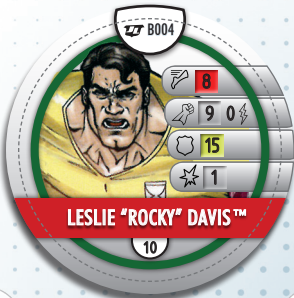
MATTHEW "RED" RYAN™



7
COST

UT
B003

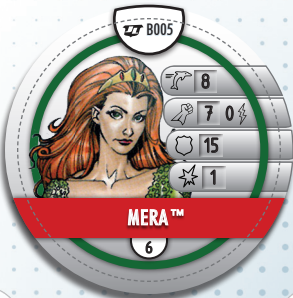
LESLIE "ROCKY" DAVIS™



10
COST

UT
B004

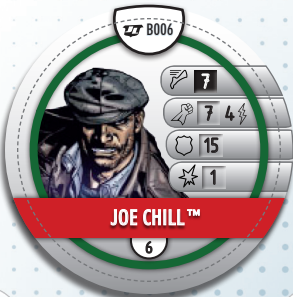
NERA™



6
COST

DC
B005

JOE CHILL™



6
COST

DC
B006

STARROPHYTE

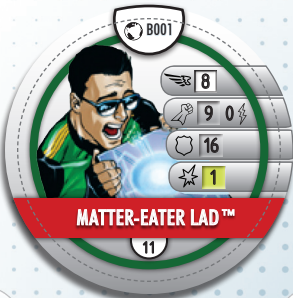


UT
B100

MATTER-EATER LAD™



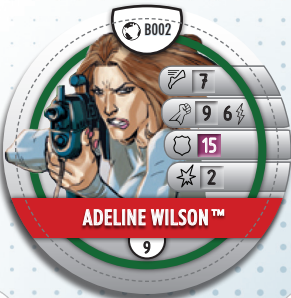
Hungry Loner (Non-optional) Matter-Eater Lad cannot use the Carry ability.



11
COST


B001

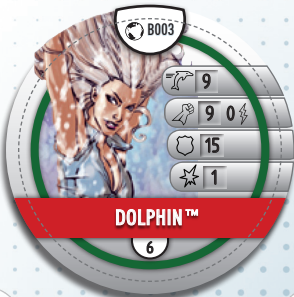
ADELINE WILSON™



9
COST


B002

DOLPHIN™



6
COST


B003

LOIS LANE™



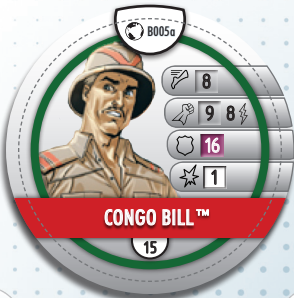
5
COST


B004

CONGO BILL™



Congorilla At the beginning of your turn, you can flip this token.



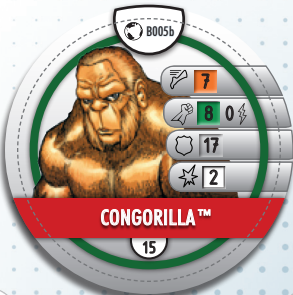
15
COST


B005a

CONGORILLA™



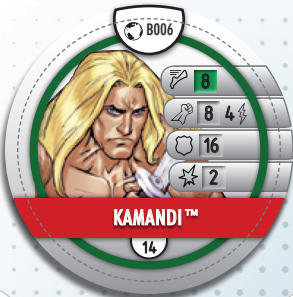
Congo Bill At the beginning of your turn, you can flip this token.



15
COST


B005b

KAMANDI™



14
COST


B006

PENGUIN AUTOMA-BOMB

This token is only for use with **GC** #005 The Penguin, according to "Penguin Automa-Bombs" trait.

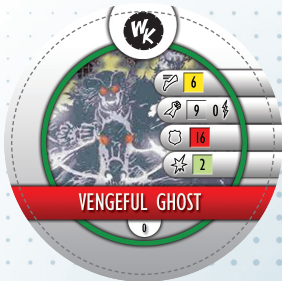


0
COST

GC

VENGEFUL GHOST

This token is only for use with  #D-011 Gentleman Ghost, according to "Vengeful Ghosts" trait.



0
COST



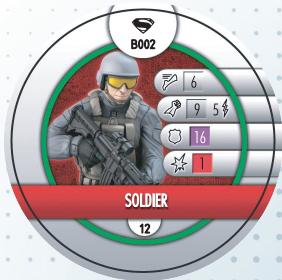
KRYPTONIAN REBEL



20
COST


B001

SOLDIER



12
COST


B002

TINKERBELL THE TIGER

This token is only for use with  #005 Catwoman, according to "Tinkerbell the Tiger: EEE-YOW!" trait.

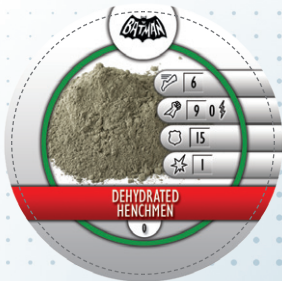


0
COST



DEHYDRATED HENCHMEN

This token is only for use with  #012 The Penguin, according to “Instant Henchmen—Just Add Water!” trait.

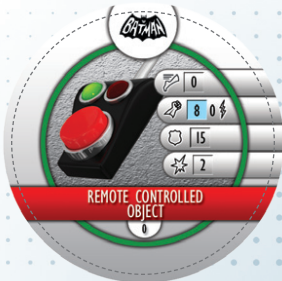


0
COST



REMOTE CONTROLLED OBJECT

This token is only for use with  #015 The Joker, according to "Plunder By Remote Control" trait.

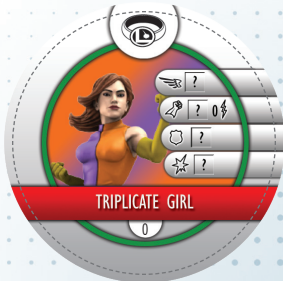


0
COST



TRIPPLICATE GIRL

This token is only for use with  #206 Triplicate Girl, according to "Triplicate Girl and Duo Damsel" trait.



0
COST



AMADEUS ARKHAM

This token is only for use with  #D-014 Jonah Hex, according to "Move It, Doc!" trait.



0
COST

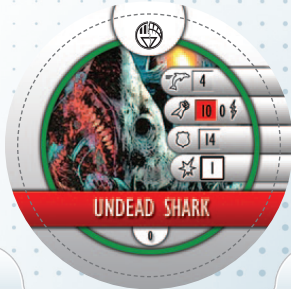


UNDEAD SHARK



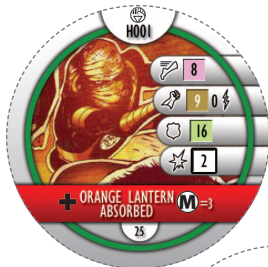
Beached At the end of your turn, KO this character if it doesn't occupy water terrain.

This token is only for use with  #034 Aquaman, according to "Summon the Undead Sharks" trait.



0
COST





POINT COST: 25

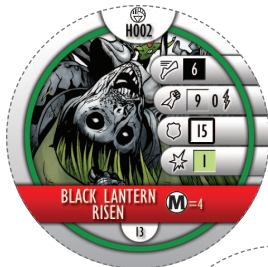


Horde: Minions, Hold Him

Orange Lantern Absorbed can use Plasticity. When (M), adjacent opposing characters may only attack characters named Orange Lantern Absorbed.

**ORANGE LANTERN
ABSORBED**


TM & © DC Comics. (s14)
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POINT COST: 13



Horde: **New Flesh to Serve Nekron**

When Black Lantern Risen KO's an opposing character, place a friendly  #H002 Black Lantern Risen in that character's square and Black Lantern Risen can use Empower this turn.

BLACK LANTERN RISEN

H003



YELLOW LANTERN
INITIATE

M=3

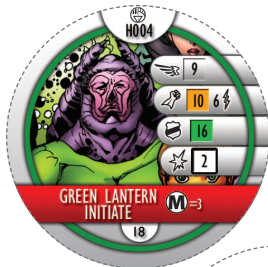
19

POINT COST: 19



*Horde: **Wave of Fear** Yellow Lantern Initiate can use Pulse Wave. Unless it is **M**, this use of Pulse Wave ignores characters with no action tokens.*

YELLOW LANTERN INITIATE



POINT COST: 18



Horde: **Corps Backup** When **M**,
Green Lantern Initiate can use Running
Shot and has ⚡.

GREEN LANTERN INITIATE

H005



8



9



16



1

DAXAMITE


M=5

23

POINT COST: 23

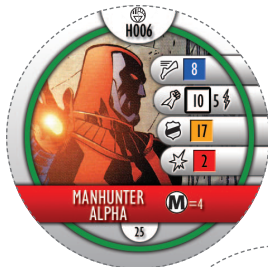


Horde: **Bathed in Sunlight**

When Daxamite occupies and is only adjacent to clear squares of outdoor terrain and is stacked, he has , a range value of 4, and increases its combat values by half of (S).

DAXAMITE

TM & © DC Comics. (s14)
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POINT COST: 25



*Horde: **Summon to Sector 666** Give Manhunter Alpha a power action. You may place any number of friendly characters named Manhunter Alpha with no action tokens in this square, forming a stack.*

MANHUNTER ALPHA

H007



8



9

6 ⚡



16



1

ZAMARON
TRAINEE

M=3

20

POINT COST: 20



Horde: **Corps Backup** When
M, *Zamaron Trainee* has ⚡⚡.

ZAMARON TRAINEE

TM & © DC Comics. (s14)
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BOOI



COWGIRL

0

POINT COST: 0



Hal's Comrade

Cowgirl can use Perplex, but only to modify the speed or attack values of vehicles.

COWGIRL

TM & © DC Comics. (s14)
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B002

8

9 0

16

1

ROCKET MAN

8

POINT COST: 8



Hal's Wingman

Rocket-Man can use Perplex, but only to modify the defense or damage values of vehicles.

ROCKET-MAN

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B003



6



8



15



1

THOMAS KALMAKU

6

POINT COST: 6



Mechanic of Ferris Air

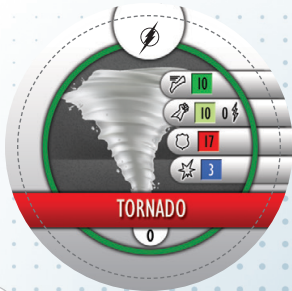
*Give Thomas Kalmaku a power action.
Heal an adjacent vehicle 1 click.*

THOMAS KALMAKU

TM & © DC Comics (s14)
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TORNADO

This token is only for use with ⚡ #036 Tornado Twins, according to "Human Tornado" trait.



0
COST



TAWNY

This token is only for use with ⚡ #052 Captain Thunder, according to "Last Striped Tiger of Khandaq" trait.



0
COST

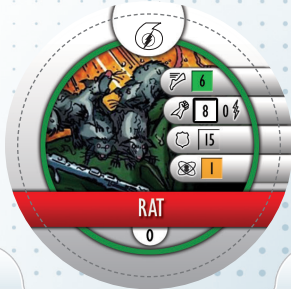


RAT



Rat Swarm When adjacent to a friendly character named Rat or Pied Piper, Rat can use Exploit Weakness.

This token is only for use with ⚡ #006 Pied Piper, according to "Rats" trait.



0
COST





B001



8



9

5



16



2

PARADEMON

10

POINT COST: 10



Minion: Hold them Down When a friendly character named Darkseid makes an attack, adjacent opposing targets modify their defense value by -1. For all characters with this power, when Darkseid misses with an attack, deal 1 unavoidable damage to a friendly Parademon adjacent to the target.

PARADEMON

TM & © DC Comics. (574)

DC COMICS

JAINA HUDSON



Contact With My Other Self Give Jaina Hudson a power action and heal an adjacent character named White Rabbit 2 clicks.



7



8



16



1

JAINA HUDSON

0

