

MARVEL

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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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JARVIS™



4
COST


B001

HENRY PETER GYRICH™



5
COST


B002

MARY JANE WATSON-PARKER™



5
COST


B003

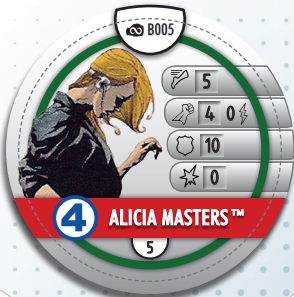
J. JONAH JAMESON™



3
COST


B004

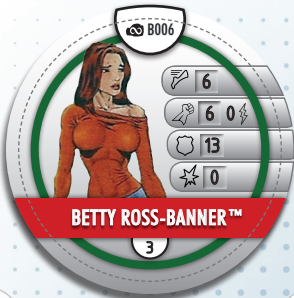
ALICIA MASTERS™



5
COST


B005

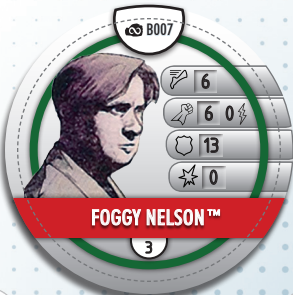
BETTY ROSS-BANNER™



3
COST


B006

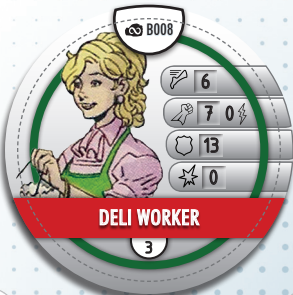
FOGGY NELSON™



3
COST


B007

DELI WORKER



3
COST

B008

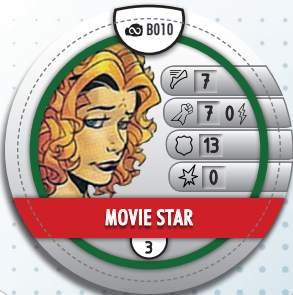
PROFESSOR



2
COST


B009

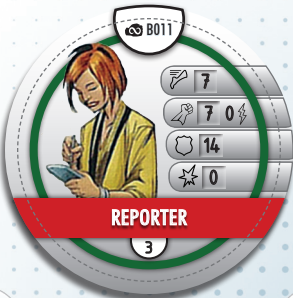
MOVIE STAR



3
COST


B010

REPORTER



3
COST


B011

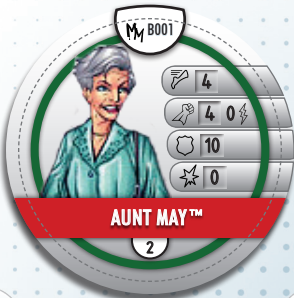
POLITICIAN



3
COST


B012

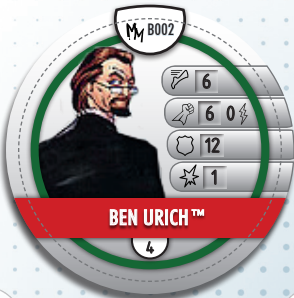
AUNT MAY™



2
COST

MM
B001

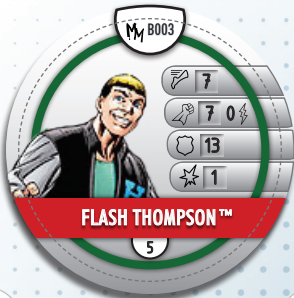
BEN URICH™



4
COST

MM
B002

FLASH THOMPSON™



5
COST

MM
B003

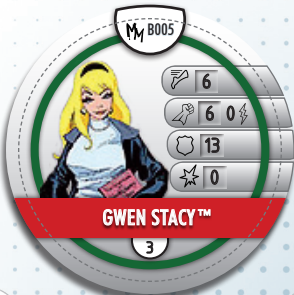
FRANKLIN RICHARDS™



2
COST

MM
B004

GWEN STACY™



3
COST

MM
B005

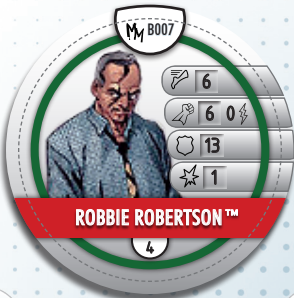
KONG™



4
COST

MM
B006

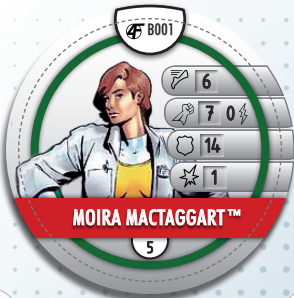
ROBBIE ROBERTSON™



4
COST

MM
B007

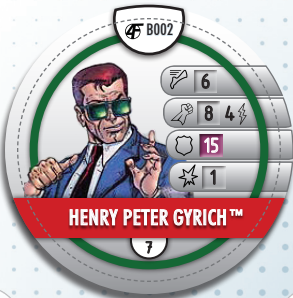
MOIRA MACTAGGART™



5
COST

4F
B001

HENRY PETER GYRICH™



7
COST

4
B002

PROFESSOR STORM™



4
COST

4F
B003

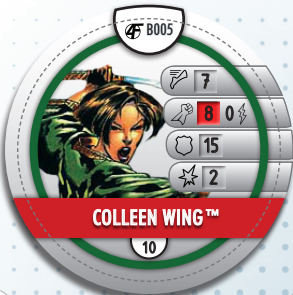
MISTY KNIGHT™



12
COST

4F
B004

COLLEEN WING™



10
COST

4F
B005

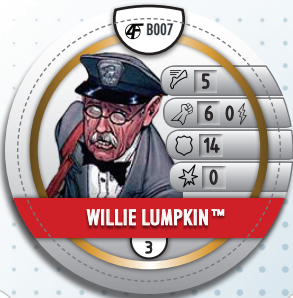
WILD SENTINEL™



13
COST

4
B006

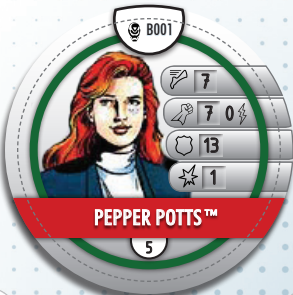
WILLIE LUMPKIN™



3
COST

4F
B007

PEPPER POTTS™



5
COST

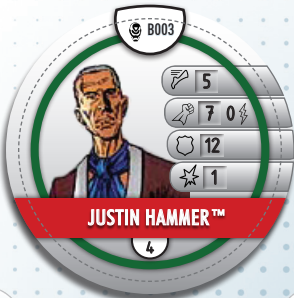

B001

HAPPY HOGAN™



7
COST

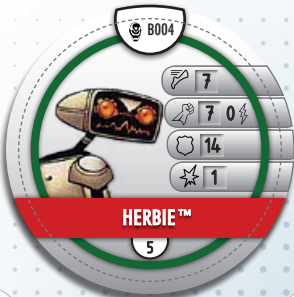
JUSTIN HAMMER™



4
COST

B003

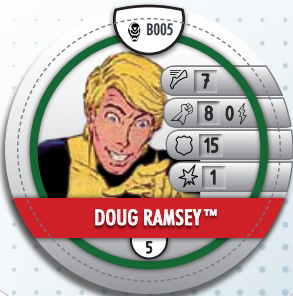
HERBIE™



5
COST


B004

DOUG RAMSEY™



5
COST


B005

WYATT WINGFOOT™



6
COST


B006

TONY STARK, L.M.D.™



5
COST


B007

JAMIE MADROX™



7
COST


B001

TURK BARRETT™



5
COST


B002

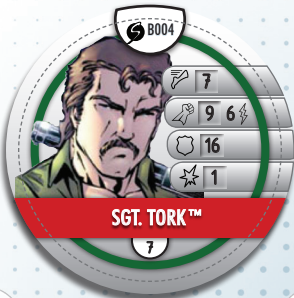
MARY JANE WATSON-PARKER™



5
COST


B003

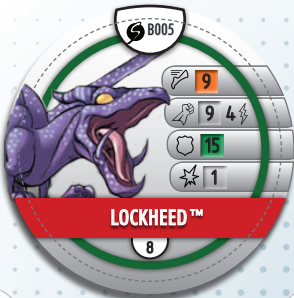
SGT. TORK™



7
COST


B004

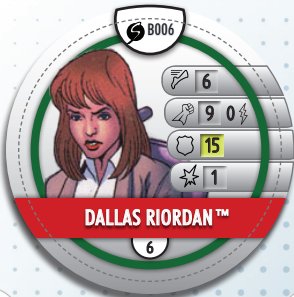
LOCKHEED™



8
COST


B005

DALLAS RIORDAN™



6
COST


B006

SIN-EATER™



9
COST

B007

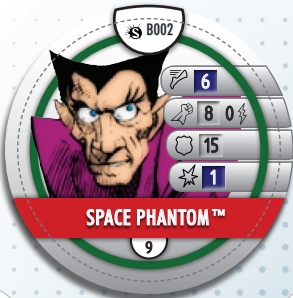
RICK JONES™



8
COST

S
B001

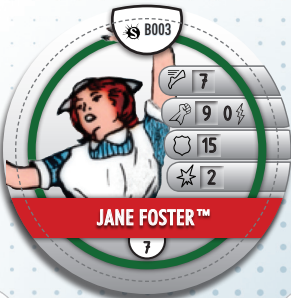
SPACE PHANTOM™



9
COST

S
B002

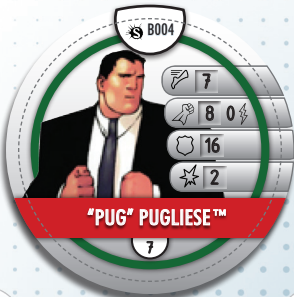
JANE FOSTER™



6
COST

S
B003

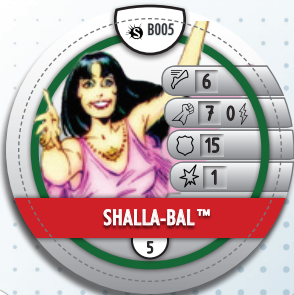
"PUG" PUGLIESE™



7
COST

S
B004

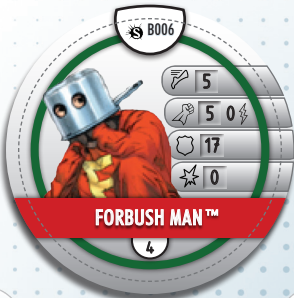
SHALLA-BAL™



5
COST

S
B005

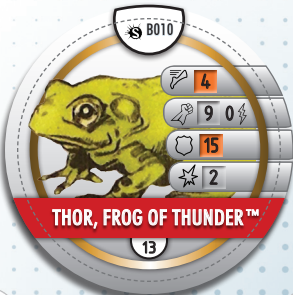
FORBUSH MAN™



4
COST

S
B006

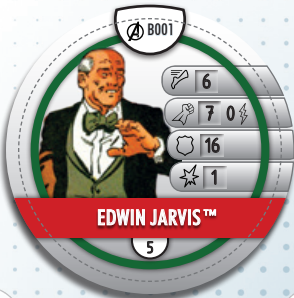
THOR, FROG OF THUNDER™



13
COST

S
B010

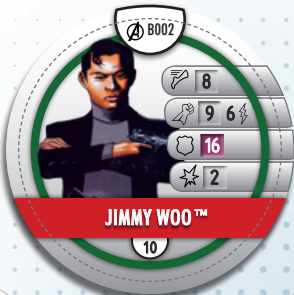
EDWIN JARVIS™



5
COST

B001

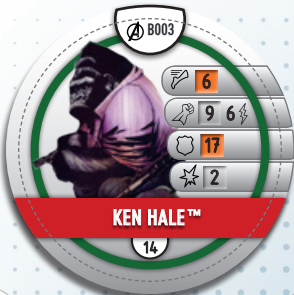
JIMMY WOO™



10
COST

A
B002

KEN HALE™



14
COST

A
B003

"FRENCHIE" DUCHAMP™



8
COST

A
B004

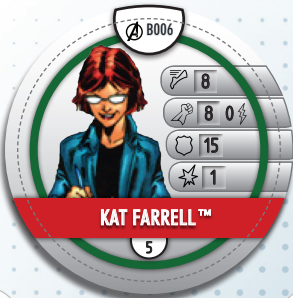
EVERETT K. ROSS™



5
COST

A
B005

KAT FARRELL™



5
COST

B006

DUANE FREEMAN™



5
COST

A
B007

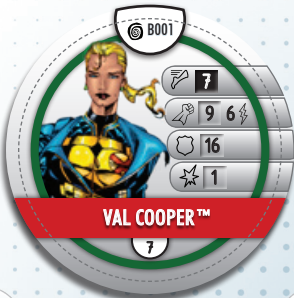
THUG



7
COST

A
B008

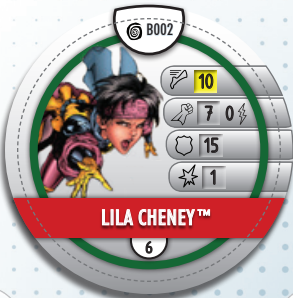
VAL COOPER™



7
COST


B001

LILA CHENEY™



6
COST

B002

SWARM™



11
COST


B003

JARELLA™



5
COST


B004

AMADEUS CHO™



Excello Amadeus Cho can use Outwit, but must be given a power action instead of a free action.



B005



8



7

0



15



1

AMADEUS CHO™

11

11
COST



B005

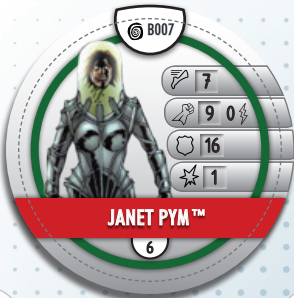
NATIVE WARRIOR™



11
COST


B006

JANET PYM™



6
COST


B007

REDWING™

This token is only for use with  #030 Falcon, in place of the removable bystander.



0
COST



MONKEY JOE™

This token is only for use with 🎯 #056 Squirrel Girl, in place of the removable bystander.

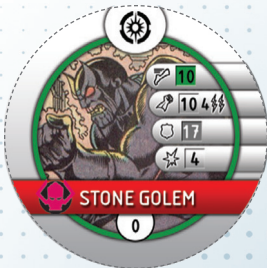


0
COST



STONE GOLEM

This token is only for use with  #049 Thanos according to "Stone Golem" special power.

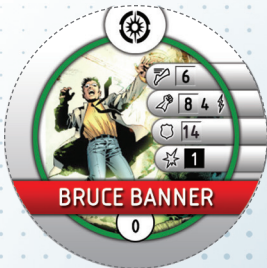


0
COST



BRUCE BANNER

This token is only for use with  #102 Hulk according to "Fully Split from Banner" trait.



0
COST



GULYADKIN THE LION

This token is only for use with  #031b Alyosha Kraven.



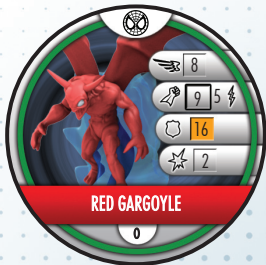
0
COST




RED GARGOYLE



Red Gargoyle can use Telekinesis, but only to place friendly characters named Blackheart or Blue Gargoyle regardless of their base size.




This token is only for use with  #040 Blackheart, in place of the removable bystander.

0
COST



BLUE GARGOYLE

This token is only for use with  #040 Blackheart, in place of the removable bystander.



0
COST




E.V.A.



External Nervous System Friendly characters named Fantomex can use Toughness and may draw lines of fire and count squares and range from E.V.A.'s square.



This token is only for use with  #042 Fantomex according to "E.V.A." trait.

0
COST




B'NEE



C'cil, Attack There! Give B'Nee a power action. Warstar can be given a move action as a free action. If Warstar ends his movement adjacent to B'Nee, you may attach B'Nee to Warstar.



This token is only for use with  #048 Warstar, in place of the removable bystander.

0
COST





POINT COST: 20



Horde: To Arms, Asgard!

When stacked, Einherjar Captain can use Leadership. When (M), Einherjar Captain can use Empower.

EINHERJAR CAPTAIN

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POINT COST: 15



*Horde: **March!** When stacked, other friendly characters whose name contains the word Einherjar and are adjacent to Einherjar Lieutenant at the beginning of the turn modify their speed value by +2 this turn.*

EINHERJAR LIEUTENANT

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POINT COST: 15



*Horde: **Stand Together** When stacked, at the beginning of your turn, roll a d6. If that roll is equal to or less than **(S)**, Einherjar Soldier can use Flurry. When **(M)**, Einherjar Soldier can use Combat Reflexes.*

EINHERJAR SOLDIER

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POINT COST: 10




*Horde: **Following Orders** When **M** and within 8 squares of a character named Einherjar Captain or Einherjar Lieutenant, Einherjar Trainee may be given a close combat action as a free action.*

EINHERJAR TRAINEE



POINT COST: 20

 **Horde: Push Back the Line**
When stacked and using Charge, characters that take damage are knocked back Ⓢ squares.

DARK ELF WARRIOR

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POINT COST: 15



Horde: Reconnaissance
When **M**, opposing characters
within 3 squares can't use Stealth.

DARK ELF SCOUT

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POINT COST: 15



Overwhelm *When stacked, at the beginning of the turn roll a d6. If the result is equal to or less than (S), modify Dark Elf Soldier's attack and damage values by +1.*

DARK ELF SOLDIER

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POINT COST: 10

 **Horde: Strength
In Numbers**

*When stacked, Dark Elf can use Empower. When **M**, close combat attacks deal penetrating damage.*

DARK ELF


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MURDER OF CROWS



Taking the Shiny When Murder of Crows hits with an attack, any relic assigned to the hit character is placed in this square.

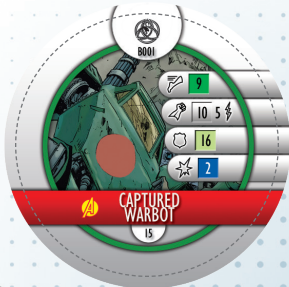


This token is only for use with  #022 Scarecrow, according to "Murder of Crows" trait.

0
COST



CAPTURED WARBOT



15
COST


B001

SKADI'S WARBOT



Blitzkrieg Other characters with the word "Warbot" in their name modify their speed and attack values by +1.



30
COST

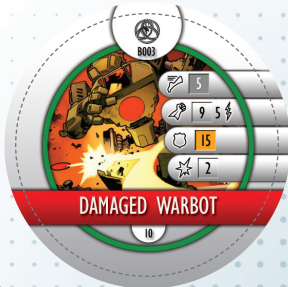


B002

DAMAGED WARBOT



Malfunction Override At the beginning of your turn, you may roll a d6. On a roll of 4-6, modify Damaged Warbot's combat values by +1 until your next turn.

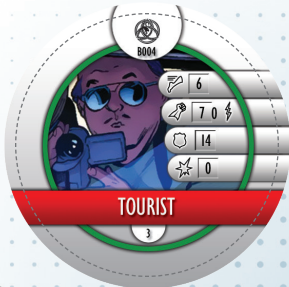


10
COST



B003

TOURIST



3
COST



B004

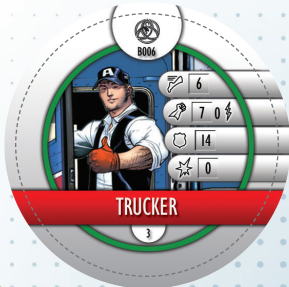
SUPER FAN



3
COST



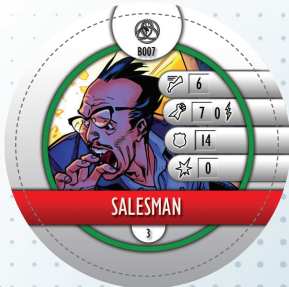
TRUCKER



3
COST



SALESMAN



3
COST



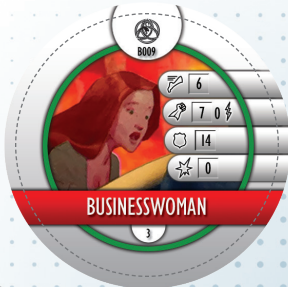
PHOTOGRAPHER



3
COST



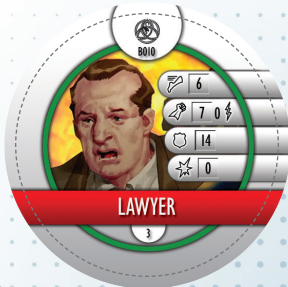
BUSINESSWOMAN



3
COST



LAWYER



3
COST



PROTESTER

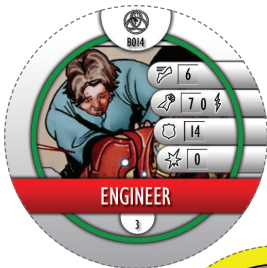


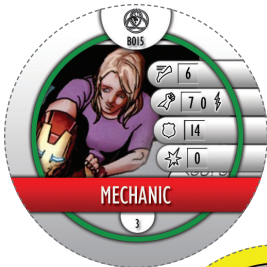
3
COST


B011





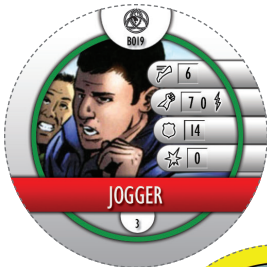














HOOI



8



10

5



17



1

WARBOT
(FLAMETHROWER)

M=7

15

POINT COST: 15

**Horde: Field of Fire**

Warbot (Flamethrower) can use Energy Explosion. When it does, it has one additional ⚡ for every set of 3 in the stack.

WARBOT (FLAMETHROWER)

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H002



8



10



7



17



2

WARBOT
(ROCKET)

M=7

15

POINT COST: 15

Horde: **Salvo**

When Warbot (Rocket) makes a ranged combat attack, modify its attack and damage values by +1 for each set of 3 Warbots in the stack.

WARBOT (ROCKET)

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H003



8



10



17



2

WARBOT
(MACHINE GUN)

M=7

15

POINT COST: 15

Horde: **Surpressing Fire**

If **(S)** is greater than the number of opposing characters within range and line of fire, Warbot (Machine Gun) can use Pulse Wave.

WARBOT (MACHINE GUN)

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H004



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10

5



15



1

ARMY
PRIVATE**M**=4

8

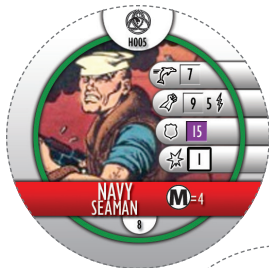
POINT COST: 8

**Horde: We Shall Fight
in the Fields and Streets**

When **M**, Army Private can use Close
Combat Expert and deal penetrating
damage to characters with symbol.

ARMY PRIVATE

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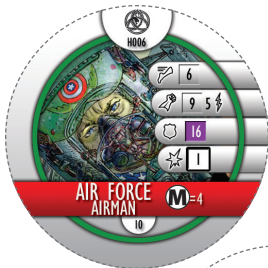
POINT COST: 8

★ *Horde:* **We Shall Fight
in the Seas and Oceans**

When **(M)**, Navy Seaman can use
Enhancement and deals penetrating
damage to characters that can use the
Swim ability.

NAVY SEAMAN

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POINT COST: 10

★ **Horde: We Shall Fight
with Strength in the Air**

When **M** Air Force Airmen can use
Ranged Combat Expert and deals
penetrating damage to characters that
can use the Flight ability.

AIR FORCE AIRMAN

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H007



6



8



15



1

POLICE
DEPUTY

M=4

8

POINT COST: 10



Horde: **We Have You
Surrounded**

When **M**, adjacent friendly
characters can use the Police team
ability.

POLICE DEPUTY

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H008



6



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0



15



1

MUD GOLEM

M=4

20

POINT COST: 20

**Horde: Mud Suffocation**

When **(S)** is greater than or equal to the number of adjacent opposing characters, Mud Golem can use Poison. When **(M)**, this use of Poison deals penetrating damage.

MUD GOLEM

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H009



5



9



0



17



1

DWARF

M=3

16

POINT COST: 15

**Horde: Weapon Crafting**

*Give Dwarf a power action to place a standard light object from outside the game into an adjacent square. When **M**, you may place a standard heavy object instead.*

DWARF

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POINT COST: 15

★ Horde: **Weapon Crafting**

*Give Dwarf a power action to place a standard light object from outside the game into an adjacent square. When **M**, you may place a standard heavy object instead.*

DWARF

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POINT COST: 15



Horde: Weapon Crafting

*Give Dwarf a power action to place a standard light object from outside the game into an adjacent square. When **M**, you may place a standard heavy object instead.*

DWARF

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H009



5



9



0



17



1

DWARF

M=3

16

POINT COST: 15

Horde: **Weapon Crafting**

Give Dwarf a power action to place a standard light object from outside the game into an adjacent square. When **M**, you may place a standard heavy object instead.

DWARF

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H009



5



9



0



17



1

DWARF

M=3

16

POINT COST: 15

Horde: **Weapon Crafting**

Give Dwarf a power action to place a standard light object from outside the game into an adjacent square. When **M**, you may place a standard heavy object instead.

DWARF

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H009



5



9

0



17



1

DWARF

M=3

16

POINT COST: 15

Horde: **Weapon Crafting**

Give Dwarf a power action to place a standard light object from outside the game into an adjacent square. When **M**, you may place a standard heavy object instead.

DWARF

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POINT COST: 10



Horde: Think Tank

When an adjacent friendly character uses Outwit or Perplex, increase their range value by (S). When (M), Stark Solutions Employee can use Outwit or Perplex once per turn.

**STARK SOLUTIONS
EMPLOYEE**

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H011



7



10

0



16



2

ASGARDIAN
WARRIOR

M=6

18

POINT COST: 18

*Horde:* **For Asgard!**

When **(S)** is 2 or more and a friendly character with the Asgardian keyword is within 8 squares, Asgardian Warrior can use Charge and modifies his attack value by +1. When **(M)**, Asgardian Warrior can use Flurry.

ASGARDIAN WARRIOR

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POINT COST: 10

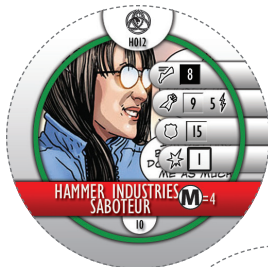


Horde: **Saboteur**

*At the beginning of the game, choose a standard power color once for all friendly characters with this power. When an opposing character within 5 squares is given an action to activate a power of that color, that character rolls a d6. On a result less than **(S)**, deal that character 1 unavoidable damage.*

**HAMMER INDUSTRIES
SABOTEUR**

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POINT COST: 10



Horde: **Saboteur**


At the beginning of the game, choose a standard power color once for all friendly characters with this power. When an opposing character within 5 squares is given an action to activate a power of that color, that character rolls a d6. On a result less than (S), deal that character 1 unavoidable damage.

**HAMMER INDUSTRIES
SABOTEUR**

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POINT COST: 20

 **Horde: Devious Plotters**
When **(S)** is 3 or more, Dark Elf can
use Outwit.

DARK ELF

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H014



7



9

5



16



1

MUTANT
STUDENT**M**=6

9

POINT COST: 9

**Horde: One of Us Must
Have the Right Power**

When **M**, at the beginning of your
turn choose a standard power, and
Mutant Student can use that power
until your next turn or it takes damage.

MUTANT STUDENT

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H014



7



9



5



16



1

MUTANT
STUDENT

=6

9

POINT COST: 9

**Horde: One of Us Must
Have the Right Power**

When **M**, at the beginning of your
turn choose a standard power, and
Mutant Student can use that power
until your next turn or it takes damage.

MUTANT STUDENT

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H014



HAHA



7



9

5



16



1

MUTANT
STUDENT**M**=6

9

POINT COST: 9

**Horde: One of Us Must
Have the Right Power**

When **M**, at the beginning of your
turn choose a standard power, and
Mutant Student can use that power
until your next turn or it takes damage.

MUTANT STUDENT

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H014



7



9

5



16



1

MUTANT
STUDENT

=6

9

POINT COST: 9

**Horde: One of Us Must
Have the Right Power**

When **M**, at the beginning of your
turn choose a standard power, and
Mutant Student can use that power
until your next turn or it takes damage.

MUTANT STUDENT

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H014



7



9



5



16



1

MUTANT
STUDENT**M**=6

9

POINT COST: 9

**Horde: One of Us Must
Have the Right Power**

When **M**, at the beginning of your
turn choose a standard power, and
Mutant Student can use that power
until your next turn or it takes damage.

MUTANT STUDENT

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H014



7



9



5



16



1

MUTANT
STUDENT**M**=6

9

POINT COST: 9

**Horde: One of Us Must
Have the Right Power**

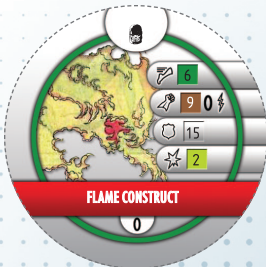
When **M**, at the beginning of your
turn choose a standard power, and
Mutant Student can use that power
until your next turn or it takes damage.

MUTANT STUDENT

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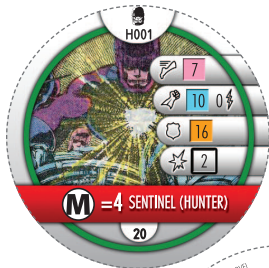
FLAME CONSTRUCT

This token is only for use with  #006 Pyro, according to "Flame Constructs" trait.



0
COST





© MARVEL

POINT COST: 20



Horde: **Biomechanic Tendrils**

When **(S)**, Sentinel can use Plasticity. When

(M), Sentinel can use the Capture ability.

SENTINEL (HUNTER)

H002



5



10

5



17



2



=6 SENTINEL SENTRY

14

© MARVEL

POINT COST: 14



Horde: When (S), Sentinel Sentry can use Barrier as a free action, but only to place half of (S) blocking terrain markers.

SENTINEL SENTRY

H003



4



8

0



15



1



=8 HUMAN PROTESTOR

10

© MARVEL

POINT COST: 10



Horde: **Mutiel!**

Characters within **(S)**/2 squares possessing the Brotherhood of Mutants or X-Men keyword or team ability can't ignore pushing damage.

HUMAN PROTESTOR

H004



4



8

0



15



1



=8 MUTANT PROTESTOR

15

© MARVEL

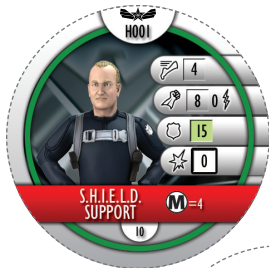
POINT COST: 15



Horde: **Gene Nation**

Friendly characters with the Brotherhood of Mutants or X-Men team ability or keyword can use Mastermind, but only to deal damage to this character.

MUTANT PROTESTOR



POINT COST: 10



Horde: **Field Medic** S.H.I.E.L.D. Support can use Support. When it does, the minimum damage healed is (S).

S.H.I.E.L.D. SUPPORT

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H002



6



10

0



16



2



S.H.I.E.L.D.
TROOPER

M=6

15

POINT COST: 15



Horde: **Trained Together**
When **M**, S.H.I.E.L.D. Trooper
can use *Running Shot*.

S.H.I.E.L.D. TROOPER

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H003



6



9



17



2

BATROC'S
BRIGADE**M**=4

20

POINT COST: 20



Horde: **A Pirates Resolve** When **M**, if Batroc's Brigade occupies water terrain, it can use Sidestep.

BATROC'S BRIGADE

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H004



6



9



5



16



2



KGB AGENT



=4

15

POINT COST: 15

*Horde:* **Expendable Resources**

KGB Agent can use Probability Control, but only for friendly characters' attacks. When he does, you may remove 1 KGB Agent from this stack and modify the final attack total by +1.

KGB AGENT

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H005



6



9

0



17



1

MERCENARY **M**=6

16

POINT COST: 16



Horde: **Well Trained Strike Team**

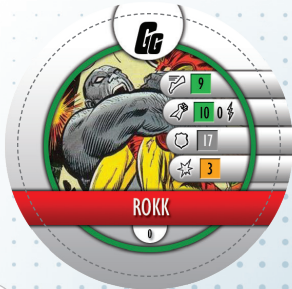
When **M**, Mercenary
can use Sidestep.

MERCENARY

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ROKK

This token is only for use with **GG** #059a Doctor Spectrum, according to "Rokk" trait.



0
COST

GG