



ACTION CLIX™

GAME RULES

Take the online demo at www.HaloActionClix.com

Halo™ ActionClix® is a tabletop combat game. The basic game is similar to PVP play in the Halo electronic game.

OBJECT OF THE GAME

Be the first player to earn 5 Kill points. You earn Kill points by attacking and eliminating your opponent's units.

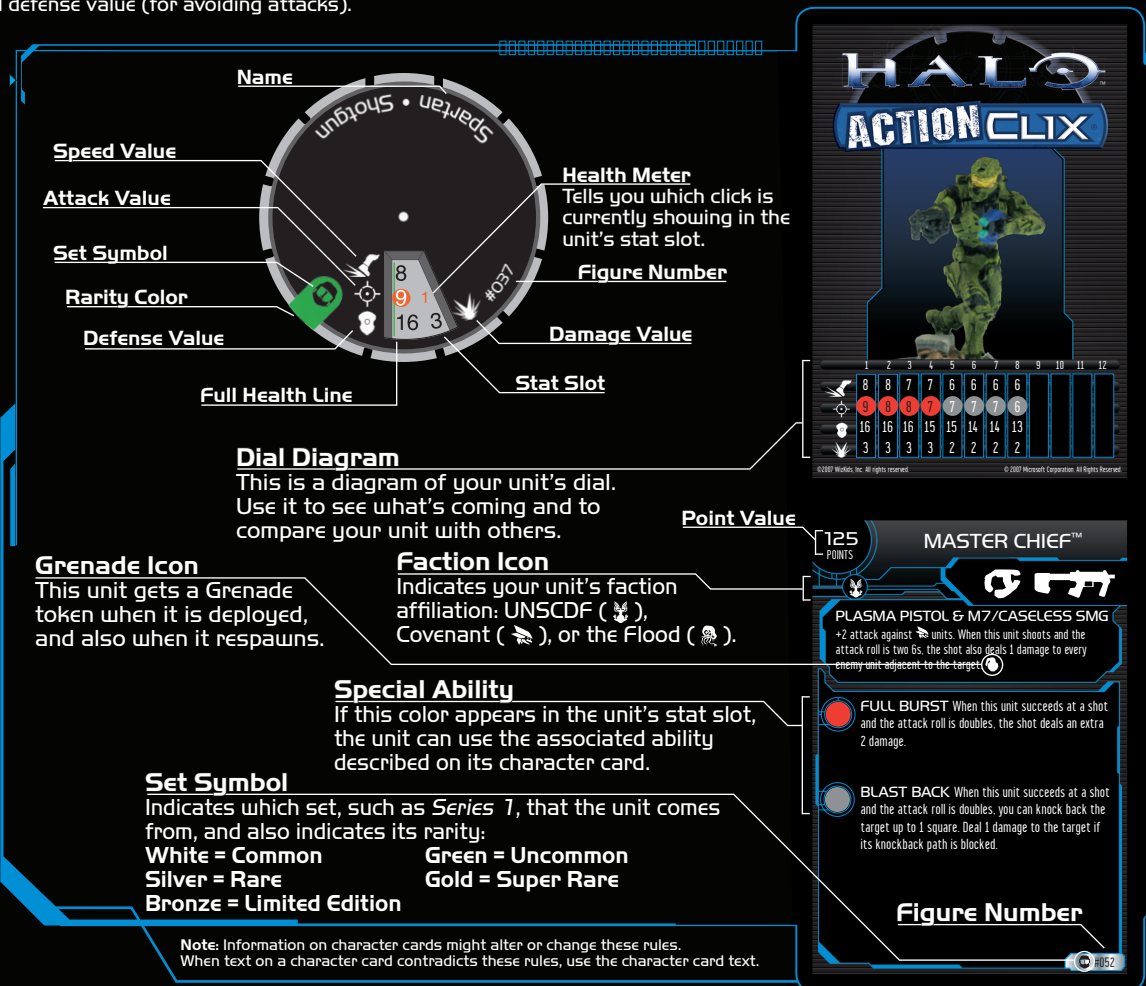
UNITS

The game is played using miniature sculptures called units. Each unit stands on a base that contains a unique Clix dial, which tracks the unit's health and abilities. Each unit also has an associated character card, which is printed with the unit's special abilities and other game information.

Most units are representations of soldiers, called figures. Other types of units, however, such as vehicles, will be introduced to the game. Unless specified otherwise, these rules refer to units in general.

Combat Values

A unit has four numerical combat values on its dial that are visible through its stat slot. These values represent how well the unit does certain things: speed value (for movement), attack value (for attacking), damage value (for damaging enemies), and defense value (for avoiding attacks).



BUILDING YOUR STARTING FORCE

Each unit has a point value. For a standard Halo ActionClix game, you must have a starting force of at least five units that have a combined total point value of 400 or less. You can't include any units in your starting force that cost more than 150 points.

You can play with a force that has more units and a greater point value, but games will take longer.

If you are playing a game out of only one Game Pack, see "Playing out of One Game Pack."

Your Reserves

Match up any other units you own (those not in your starting force) with their character cards and place them off to the side of the map. These units are your reserves and can be brought into play by upgrading units or swapping weapons. More units give you more options!

Counters and Tokens

Each player chooses two spawn point counters of the same color and collects several each of Grenade tokens, Kill tokens, and Upgrade tokens.

SETUP

Now you are ready to play! In a standard game, each player brings two maps and places them side by side in front of him or her, forming a square with the opponent's two maps. You can play with fewer or more maps.

Roll 2d6 (two six-sided dice). The player who rolls highest is the first player, and begins by placing his or her first spawn point counter. The first spawn point can be placed anywhere on the map. Then the next player places his or her first spawn point. Each spawn point must be placed 5 or more squares away from any other spawn point. Take turns until all spawn points are placed.

All units begin the game at full health, indicated by the full health line.

Hint: Your units enter the game on your spawn points, so consider carefully where you place them. Spawn points might be captured by an opponent!

DEPLOYING UNITS

On his or her first turn, the first player places the units in his or her starting force onto the map and moves them one at a time; this is called deploying units. Your units can enter from any of your spawn points and they must all move that turn (see "Moving"); in fact, the first turn is the only turn in which a player can and must move all of his or her units. When a unit enters the map on a spawn point, do not count the square containing the spawn point when counting squares for movement.

After the first player deploys all of his or her units, the other player deploys his or her units.

Units can't attack on their players' first turns. You can't capture an opponent's spawn point on your first turn. On all other turns, the player has three actions.

ACTIONS

Each turn you get three actions to give to your units. You can give a unit only one action per turn. Some actions involve moving your unit, attacking with your unit, or both. All aspects of these actions are described in this section. Choose from the following options when assigning actions to your units:

- 1. MOVE:** Move the unit.
- 2. ATTACK:** The unit can shoot at (see "Shooting"), throw a grenade at (see "Grenades"), or use a special ability against (see "Attacking") an enemy unit (a unit controlled by an opponent).
- 3. MOVE AND ATTACK:** Move the unit and then attack (shoot, throw a grenade, or use a special ability). If your unit moves up to 4 squares and attacks, it does not suffer any attack penalties. If your unit moves more than 4 squares, it can still attack, but you must subtract 3 from its attack value.
- 4. ATTACK AND COVER:** The unit can attack and then move 1 square.

Moving

A unit's speed value represents the number of squares it can move. A unit can move a number of squares less than or equal to its speed value. The following are some general movement rules:

- Units can move diagonally.
- Units can't move through squares occupied by other units.
- Units can't move through solid black lines on the map, which represent walls or other solid features.
- A unit can't end its movement in a square occupied by another unit.
- Your unit can't end its movement on one of your spawn points.
- Your unit can end its movement on one of your opponent's spawn points, allowing you to make a loot roll (see "Loot Rolls").
- Squares next to one another (including diagonally next to one another) are adjacent, as are units that occupy those squares.

Line of Fire

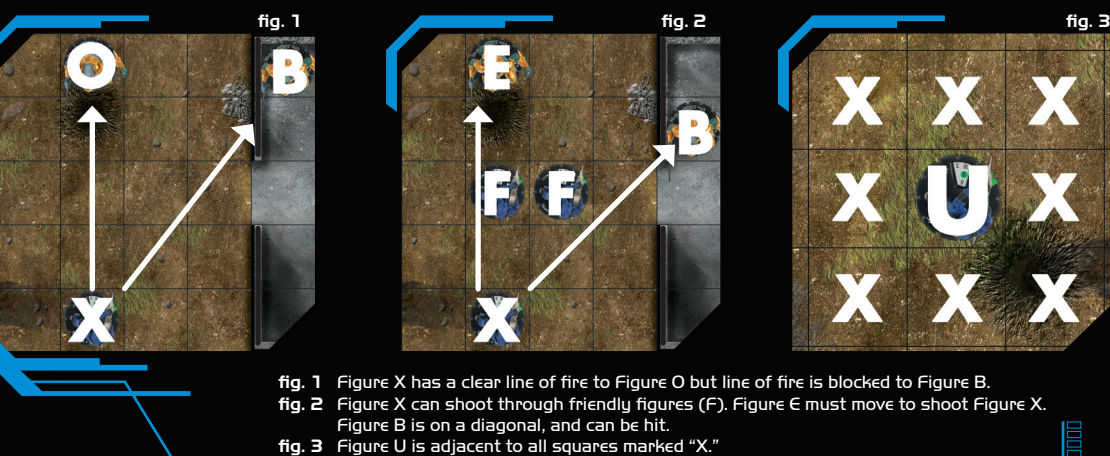
When a unit attacks an enemy unit, it is an attacker; the enemy unit is the target of the attack. An attacker can attack any target to which it has a clear line of fire. To determine if a unit has a clear line of fire to a target, draw an imaginary line from the center of the attacker's square to the center of the target's square. If any of the following are true, your line of fire is blocked and you can't attack the target; otherwise, the line of fire is clear:

- The line of fire crosses a solid black line.
- The line of fire crosses a square occupied by an enemy unit other than your target.

A unit's line of fire is not blocked by friendly units (units you or an allied teammate controls).

Attacking

Attacking in Halo currently includes three possible attack options: shooting, throwing a grenade, and/or using a special ability. When you give your unit an action that includes an attack option (described in "Actions"), declare which one attack your unit will use.



Shooting and throwing grenades are described in these rules, and special abilities are described on the character cards of the units that possess those abilities. Attack special abilities are usually, but not always, used as part of a shot or throwing a grenade.

Shooting

If the line of fire is clear, your unit can shoot at the target. Roll 2d6, called the attack roll, and add the result to your unit's attack value to determine the total attack value, remembering to include any modifiers for special abilities of the attacker and target.

Remember: If your unit moved more than 4 squares before shooting, you must subtract 3 from its attack value. Compare the total attack value to the target's defense value. If the total attack value is equal to or greater than the target's defense value, the shot hits!

If you roll two 6s on the attack roll, your unit automatically hits.



The unit's attack value of 9 is added to the attack roll of 10. The total attack value (19) is compared to the target's defense value of 16. Nineteen is more than 16, so the attacker hits!

Note: Some units wield swords and other hand-to-hand weapons instead of guns, as described on their character cards. When these units "shoot," they are really using their hand-to-hand weapons.

Dealing Damage

If the shot succeeds, deal damage to the target equal to the attacker's damage value, again remembering to include any modifiers. To deal damage, the target's player clicks the target's dial clockwise a number of times equal to the damage dealt.

Grenades

Some units get grenades, as indicated by the icon on their character cards. If a unit gets a grenade, put a Grenade token on its character card; a unit can throw a grenade only if it has a Grenade token on its card. Throwing a grenade targets a map square rather than an enemy unit.

To throw a grenade, choose a target square within 5 squares of your unit to which your unit has clear line of fire. The defense value of the square is 12 plus the number of squares away from the attacker the target square is. If you hit, any unit in that square is dealt 4 damage, and any unit in a square adjacent to the target square is dealt 2 damage. After a unit throws a grenade, remove the Grenade token from its card.

Remember: If your unit moved more than 4 squares before throwing a grenade, you must subtract 3 from its attack value.

Grenades can damage friendly units. If you eliminate a friendly unit with a grenade, your opponent gets a Kill token representing 1 Kill point. The eliminated unit is eligible to be respawned. Your opponent does not receive an Upgrade token for friendly units you eliminate. Remove Grenade tokens from the character cards of eliminated units.

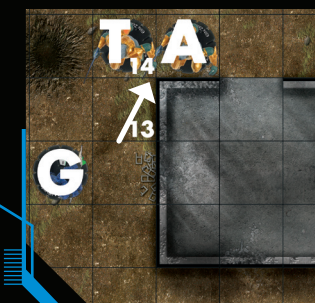


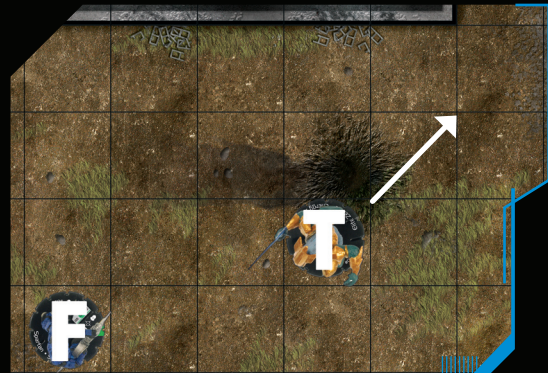
Figure G is going to throw a grenade at the square occupied by Figure T. He needs a 14 (base of 12 + 2 squares away = 14). He adds his attack roll of 8 to his attack value of 8 for a total attack value of 16. The grenade hits and deals 4 damage to Figure T and 2 to Figure A, which occupies a square adjacent to the target square.

Knockback

Some weapons cause targets to be knocked back (moved away from the force of the shot). If a weapon knocks back a target, draw line of fire from the attacker and move the target away from the attacker along a path of squares whose center is closest to the line of fire. If two squares are equally close to the line of fire, the attacker's player chooses how the target will be knocked back.

A unit's knockback path can't continue beyond a wall, another unit, or the edge of the map. If it would do so, the unit's knockback path stops in the square before the path would cross into any of those areas.

Figure F knocks back Figure T.



ELIMINATING A UNIT

When a unit's dial shows all black with no numbers, that unit is eliminated and removed from the map. When a unit is eliminated by an enemy unit, the following occurs:

- The attacker's player gains 1 Kill token (1 Kill point) toward victory.
- The attacker gains 1 Upgrade token, which is placed on the attacker's character card.
- Turn the eliminated unit's dial to full health and put it into your reserves; you can choose to respawn it (see "Respawning").

UPGRADING A UNIT

You can upgrade a unit at any time during your turn, choosing the upgrade from among units in your reserves. An Upgrade token is worth 25 points. When you upgrade a unit, you can spend any number of Upgrade tokens it has on its character card; add together the unit's current point value and the total points of the Upgrade tokens spent. The result is the point value of the unit up to which you can upgrade your unit. Choose the new unit and turn its dial until its health meter matches the health meter of the unit being upgraded.

Remove the upgraded unit from the map and place the new unit in its square. Spent Upgrade tokens are removed from the upgraded unit's character card. Unspent Upgrade tokens are transferred to the new unit's card.

There is no limit to the number of Upgrade tokens a unit can possess. If a unit is eliminated, its Upgrade tokens remain on its character card and can be used if that unit respawns. Some units are restricted from certain upgrades. Ignore these restrictions if you are playing with a limited number of units.

Any Grenade tokens possessed by an upgraded unit transfer to the new unit's character card.

RESPAWNING

When a unit is eliminated, it can be respawned on a later turn. Respawned a unit occurs as part of one of the three actions you get on your turn.

When you respawn a unit, you can choose that unit again from your reserves, or you can choose another reserve unit of equal or lower point value to put into play.

After choosing your respawned unit, put in on the map on any of your spawn points that has not been captured by an enemy unit (see "Capturing Spawn Points"). It must be given an action that moves it off of the spawn point that turn; it can attack that turn if given an action that allows it to both move and attack.

If all of your spawn points are captured, you can't respawn units until one of your spawn points is no longer captured. This creates a situation in which you can't use all three actions available to you on your turn, the extra actions are lost.

SWAPPING WEAPONS

When you swap weapons, you swap out one unit on the map for another unit in your reserves that has a different weapon. A unit can swap weapons only if it isn't also given an action that turn.

To swap weapons, choose a unit in your reserves that has the same point value as the unit you intend to swap. Match up the health meter of the new unit with the health meter of the unit being swapped out, then remove the swapped unit from the map and place the new unit in its square.

Replace the swapped out unit's character card with the new unit's character card. Any Grenade tokens the swapped out unit possessed are lost. Upgrade tokens possessed by the swapped out unit do transfer to the new unit.

CAPTURING SPAWN POINTS

You can capture an opponent's spawn point by ending the movement of one of your units on that spawn point; your unit can remain on an opponent's spawn point as long as you like.

Loot Rolls

Each time a unit is given an action and ends its turn on an opponent's spawn point, you can make a loot roll: Roll 2d6, compare the result to the Loot Roll chart, and implement the effect.

Note: A unit must both be given an action AND end its turn on an opposing spawn point in order to make a loot roll. A unit not given an action on your turn can't make a loot roll, even if it remains on the spawn point from the previous turn.

The Loot Roll chart also appears on the backs of spawn point counters.

LOOT ROLL CHART

Result	Effect
2-4Heal* the unit of 2 damage.
5-6Heal* the unit of 1 damage.
7-8The unit gets a Grenade token.
9-12The unit gets an Upgrade token.

*When you heal a unit of damage, turn its dial counterclockwise a number of times equal to the damage healed. A unit can't be healed past full health.

VICTORY

The first player to have at least 5 Kill points on his or her turn wins the game.

PLAYING OUT OF A GAME PACK

When two players play out of only one Game Pack, randomly give the two units with the least point values to each player. All other units in the Pack become both players' community reserves. Each player starts with one spawn point. The player that has the unit with the lowest point value goes first (roll off if both units have the same point value). The first player to eliminate his or her opponent's unit wins.

PLAYING A LARGER GAME

If you want to play a larger game, you can play with more than four maps and with extra spawn points. In that case, determine how many Kill points are required to win the game.

PLAYING WITH MORE THAN TWO PLAYERS

In a game with more than two players, choose how many spawn points each player or team will use, and whether teammates share spawn points.

SPECIAL RULES: SCENARIOS

There are many scenarios within the Halo universe. WizKids® will publish scenarios that might change the rules presented here, requiring different set-up rules, specific force builds, and victory conditions. Visit www.haloactionclix.com for more information on scenarios.

CREDITS

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HALO

ACTIONCLIX

PORTABLE PLASMA CANNON SCENARIO RULES

Take the online demo at www.HaloActionClix.com

The Portable Plasma Cannon (PPC) is a 3-D object packaged with the Halo™ ActionClix® Hunter Action Pack. Play with the PPC using all standard Halo ActionClix rules, except as noted in these scenario rules.

Placing the PPC

The player who places the last spawn point places the PPC on the map after placing the last spawn point. The PPC must be placed 6 or more squares away from any spawn point.

If you are including more than one PPC in your game, players take turns placing them, starting with the first player to place a PPC.

Units ignore PPCs for movement and line of fire purposes.

Using the PPC

Any figure can use any PPC. To use a PPC, move one of your figures into the PPC's square; no more than one figure can use a PPC at a time. A figure's turn ends immediately when it enters the square of a PPC.

Note: A figure and the PPC don't fit exactly into one square. You may choose to put the PPC sculpt on the character card of the figure using it.

When a figure begins its turn occupying the square of a PPC and attacks from that square, it can't shoot using its weapon or throw grenades, and it can't use any of its special abilities—it must attack using the PPC. The figure uses all Halo ActionClix rules for shooting, with the following changes:

- +3 attack
- -4 defense
- Damage value becomes 3.

A figure can stop using the PPC at any time by being given an action that moves it out of the PPC's square.

If a figure is eliminated while using a PPC, roll a d6. On a result of 5 or 6, the PPC is also eliminated; remove it from the game. PPCs do not respawn. An eliminated PPC awards no Kill tokens or Upgrade tokens.

Alternative PPC Placement

When units are deployed, you can assign a PPC to a Covenant Grunt figure on your starting force. Place the object on the figure's character card. This Grunt can't use any of its special abilities, its attack value and damage value each become 0, and it can be given only move actions until it places the PPC on the map.

When the Grunt occupies a square where you wish to place the PPC, move the PPC from the figure's character card to the square with the figure. The Grunt figure can't leave the PPC unless the figure is eliminated, and it follows all rules for using the PPC, above.

If the Grunt is eliminated, the PPC (if not also eliminated) can be used by any player.

FIGURE CHECKLIST

Figure Number	Figure Name	Faction	Point Value	Rarity
001	● Spartan • Dual M6C Magnum Pistols (RED)	UNSCDF	75	C
002	● Spartan • Dual M6C Magnum Pistols (BLUE)	UNSCDF	75	C
003	● Spartan • BR55 Battle Rifle (RED)	UNSCDF	75	C
004	● Spartan • BR55 Battle Rifle (BLUE)	UNSCDF	75	C
005	● Spartan • Dual M7/Caseless SMG (RED)	UNSCDF	75	C
006	● Spartan • Dual M7/Caseless SMG (BLUE)	UNSCDF	75	C
007	● Spartan • Dual Needlers (RED)	UNSCDF	75	C
008	● Spartan • Dual Needlers (BLUE)	UNSCDF	75	C
009	● Spartan • Plasma Pistol & M7/Caseless SMG (RED)	UNSCDF	75	C
010	● Spartan • Plasma Pistol & M7/Caseless SMG (BLUE)	UNSCDF	75	C
011	● Spartan • Plasma Rifle (RED)	UNSCDF	75	C
012	● Spartan • Plasma Rifle (BLUE)	UNSCDF	75	C
013	● Marine • Magnum Pistol	UNSCDF	50	C
014	● Marine • M7/Caseless SMG	UNSCDF	50	C
015	● Marine • BR55 Battle Rifle	UNSCDF	50	C
016	● ODST • M6C Magnum Pistols	UNSCDF	50	C
017	● ODST • M7/Caseless SMG	UNSCDF	50	C
018	● ODST • BR55 Battle Rifle	UNSCDF	50	C
019	● Grunt • Needler	Covenant	50	C
020	● Grunt • Plasma Pistol	Covenant	50	C
021	● Jackal • Plasma Pistol	Covenant	75	C
022	● Minor Elite • Plasma Rifle	Covenant	50	C
023	● Major Elite • Plasma Rifle	Covenant	75	C
024	● Minor Brute • Brute Shot	Covenant	75	C
025	● Drone • Plasma Pistol	Covenant	75	U
026	● Jackal Sniper • Particle Beam Rifle	Covenant	75	U
027	● Elite Ranger • Dual Plasma Rifles	Covenant	100	U
028	● Flood Infection	Flood	50	U
029	● Flood Marine	Flood	100	U
030	● Flood Elite	Flood	75	U
031	● Sentinel • Sentinel Beam	Covenant	100	U
032	● Brute Major • Plasma Rifle	Covenant	100	U
033	● Black Ops Grunt • Fuel Rod Gun	Covenant	100	U
034	● Elite • Covenant Carbine	Covenant	100	U
035	● Elite Zealot • Energy Sword	Covenant	125	U
036	● Elite Zealot • Energy Sword (ACTIVE CAMO)	Covenant	150	U
037	● Spartan • M90 Shotgun (RED)	UNSCDF	100	U
038	● Spartan • M90 Shotgun (BLUE)	UNSCDF	100	U
039	● Spartan • Brute Shot (RED)	UNSCDF	100	U
040	● Spartan • Brute Shot (BLUE)	UNSCDF	100	U
041	● Spartan • Particle Beam Rifle (RED)	UNSCDF	100	U
042	● Spartan • Particle Beam Rifle (BLUE)	UNSCDF	100	U
043	● Spartan • Fuel Rod Gun (RED)	UNSCDF	100	U
044	● Spartan • Fuel Rod Gun (BLUE)	UNSCDF	100	U
045	● Spartan • Covenant Carbine (RED)	UNSCDF	100	U
046	● Spartan • Covenant Carbine (BLUE)	UNSCDF	100	U
047	● Spartan • S2 AM Sniper Rifle (RED)	UNSCDF	125	U
048	● Spartan • S2 AM Sniper Rifle (BLUE)	UNSCDF	125	U
049	● Master Chief • BR55 Battle Rifle	UNSCDF	125	R
050	● Master Chief • Dual M7/Caseless SMG	UNSCDF	125	R
051	● Master Chief • Needler Rifle	UNSCDF	125	R
052	● Master Chief • Plasma Pistol & M7/Caseless SMG	UNSCDF	125	R
053	● Master Chief • Dual Plasma Rifles	UNSCDF	125	R
054	● Master Chief • Brute Shot	UNSCDF	150	R
055	● Master Chief • Spiker Rifle	UNSCDF	150	R
056	● Master Chief • Fuel Rod Gun	UNSCDF	150	R
057	● Master Chief • Covenant Carbine	UNSCDF	150	R
058	● Master Chief • S2 AM Sniper Rifle	UNSCDF	175	R
059	● Master Chief • M90 Shotgun	UNSCDF	150	R
060	● Master Chief • Spartan Laser	UNSCDF	175	R
061	● Brute Stalker • Spiker Rifle	Covenant	125	R
062	● Arbiter • Dual Needlers	Covenant	125	R
063	● Arbiter • Plasma Rifle	Covenant	125	R
064	● Arbiter • Particle Beam Rifle	Covenant	125	R
065	● Flood Carrier	Flood	125	R
066	● Brute Jump Pack • Spiker Rifle	Covenant	150	R
067	● Spartan • Energy Sword (RED)	UNSCDF	125	R
068	● Spartan • Energy Sword (BLUE)	UNSCDF	125	R
069	● Spartan • M41 SSR MAV/AW (SPNKR) Rocket Launcher (RED)	UNSCDF	125	R
070	● Spartan • M41 SSR MAV/AW (SPNKR) Rocket Launcher (BLUE)	UNSCDF	125	R
071	● Master Chief • Particle Beam Rifle	UNSCDF	150	R
072	● Arbiter • Energy Sword	Covenant	150	R
073	● Elite Honor Guard • Energy Sword	Covenant	175	SR
074	● Brute Honor Guard	Covenant	175	SR
075	● Sgt. Johnson • M90 Shotgun	UNSCDF	125	SR
076	● Cortana	UNSCDF	100	SR
077	● Sesa 'Refumee • Dual Plasma Rifles	Covenant	200	SR
078	● Tartarus • Fist of Rukt	Covenant	200	SR
079	● High Prophet of Regret	Covenant	200	SR
080	● Arbiter • Energy Sword	Covenant	175	SR
081	● Arbiter • Covenant Carbine	Covenant	175	SR
082	● Master Chief • Fist of Rukt	UNSCDF	175	SR
083	● Master Chief • Energy Sword	UNSCDF	175	SR
084	● Master Chief • M41 SSR MAV/AW (SPNKR) Rocket Launcher	UNSCDF	200	SR
085	● Hunter • Fuel Rod Cannon	Covenant	175	SR
086	● Hunter • Fuel Rod Cannon	Covenant	150	SR
087	● Marine • S2 AM Sniper Rifle	UNSCDF	75	C
088	● Marine • M7/Caseless SMG	UNSCDF	50	C
089	● Marine • BR55 Battle Rifle	UNSCDF	50	C
090	● Master Chief • MASC Assault Rifle	UNSCDF	125	R
V01	● M12 Warthog LRV	UNSCDF	250	R
V02	● M12 Warthog LRV (Battle Damaged)	UNSCDF	250	R

C = COMMON • U = UNCOMMON • R = RARE • SR = SUPER RARE

HALO

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COLLECT AND PLAY THE ENTIRE HALO ACTIONCLIX LINE

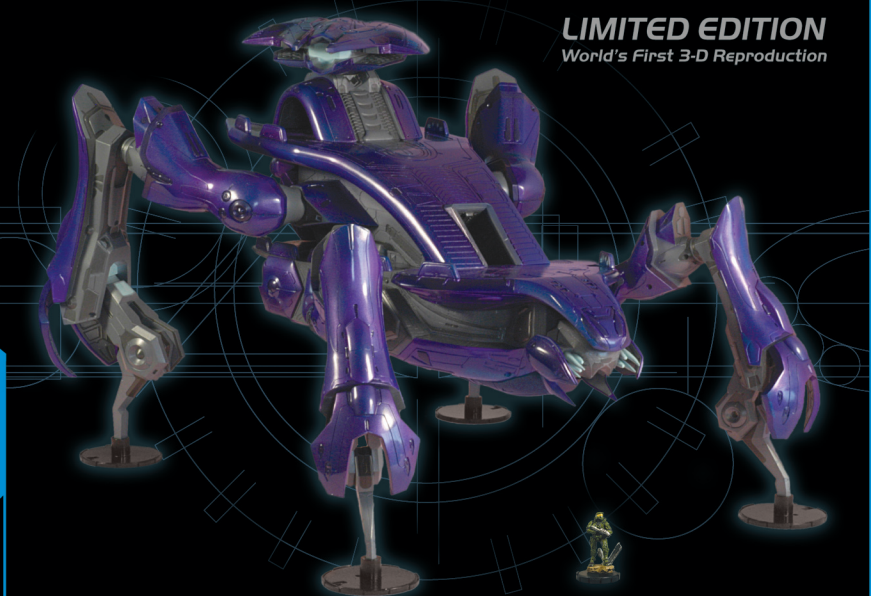
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