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Game:	HEROSCAPE	v1.3
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For best results, print on card, laminate and trim to size.		



Setup

Choose a **Scenario** and build the **Battlefield**.

Each player gathers and places a *pre-made* army or *drafts* an army. Figures that cannot be placed in the Starting Zone cannot be used. A single player cannot have more than one of the same *Unique* card.

For *pre-made* armies, highest roller places his entire army first, then the player to the left and so on.

If *drafting* an army, players choose an army card and place the figure(s) in turn:

For a 2-player game, highest d20 roller chooses one Army Card, then the other player chooses two, then each chooses one, in turn, until both Armies are chosen and placed.

For 3 or more players, highest roller chooses one Army Card, then the player to the left chooses one, and so on. The last player chooses two cards. Drafting one card then goes back around the players in reverse order until the last chooses two. Continue back and forth until all Armies are chosen and placed.

Game Turn

The game is played in **rounds** which consist of **3 turns** for each player. Start the Round Marker on 1 to begin.

- 1 Place **Order Markers**.
- 2 Roll for **Initiative**.
- 3 Players take turns one at a time until each player has taken 3 turns.
- 4 Move the **Round Marker** to the next number.

Order Markers, Initiative & the Turn

Each turn players move and attack with the figures on one Army Card.

Players simultaneously place **Order Markers** on their cards (may place more than one on a card) in their order of activation. **X** marker is a decoy.

All players roll a d20 for **Initiative**. The highest roller takes the first turn, then play passes to the left. Ties are re-rolled.

A player turn consists of 3 actions in this order:

- 1 Reveal **Order Marker**.
- 2 **Move** figure(s) on the Army Card.
- 3 **Attack** with figure(s) on the Army Card.

If the figure(s) on an Army Card have been destroyed earlier in the round, the turn is lost.

Movement

Figures are moved a number of hexes up to their **Move** number. Squad figures are moved in any order, one at a time.

Figures may move through friendly figure spaces unless that figure is *engaged*. Movement through an enemy figure space, through a jungle or tree space, or ending a move on an occupied space, is not allowed.

Moving Up When moving up, the side of each higher level counts as one space, as well as the space landed on. *Glyphs* and water spaces do not add height. A figure cannot move up a number of levels equal to or higher than its **Height** number all at once.

Falling Moving down does not add to movement, but you may *fall* if moving to any space *other than a water space*. If a drop is equal to or more than a figure's Height, roll one Attack die and take any Wounds after moving (no defense die). If the drop is 10 levels more than its Height, roll 3 dice. If 20+ levels more, on 1-18 (d20) the figure is destroyed.

Water A figure must end its move when moving to a water space from *any* other space. When moving from a water space to a higher land space, the *moving up* rule applies. Double-based figures may move past one water space that's between 2 land spaces without stopping.

Stone Walls When moving over a stone wall, count the height of the wall as spaces (2 for the inside wall and 3 for the outside wall). Measure falls from the top of the wall.

Double-Spaced Figures When moving a double-spaced figure decide which end to lead with, then move so that the other end follows the same spaces the leading end just left. The move must end on 2 spaces of the same height.

Overhangs and Tight Quarters Only figures small enough to do so may move under overhangs. If moving up onto a low overhang, count nearby support tiles. A figure may not move through or into a space that it can't fit completely into.

Engagement

A figure becomes **engaged** when it moves adjacent to an opponent's figure.

If one figure is on a level equal to or higher than the height of the other figure, they are not adjacent/engaged. If a ruin is between 2 figures, *both* figure's heights must be higher than the ruin to be engaged. Ruins typically have a height of 6.

A figure may move around a figure with which it is engaged, but as soon as you move away from it, the opponent may make a **passing swipe** of one attack die (no defense die is rolled). If engaged with multiple opponents, each opponent gets to roll an attack die.

Attacking

Any figure(s) on your Attack Card with a target within **Range** and with a clear **Line of Sight** may attack. Figures attack one at a time in any order; each figure on a Card can attack only once.

Range

A targeted figure must be within the attacking figure's **Range** (do not count extra spaces for higher levels). A figure with a Range of 1 can only attack adjacent spaces.

A figure engaged with one or more figures can only attack those figures.

A double-space figure can attack from either space.

Line of Sight (LOS)

Players must be able to draw a clear LOS between the attacking figure's **Target Point** (green dot) and the defender's **Hit Zone** (red area). Players may only touch or move figures on their own turn.

Use the red mark on the top of stone walls when determining LOS to and from figures behind walls.

Height Advantage

A figure with their base on a higher level than the other figure rolls one extra die. If the base of the higher figure is 10 or more levels higher than the height of the lower figure, the higher figure instead rolls 2 extra dice.

Jungles

A small, medium or large figure adjacent to a jungle piece receives 1 additional defense die when defending against a non-adjacent attack.

Special Powers, Special Attacks, Glyphs

Check for any modifiers to the combat.

Attack Procedure

- 1 Announce which figure is the **Attacker** and which is the **Defender**.
- 2 **The attacker rolls attack dice** equal to your figure's Attack score with any modifiers.
- 3 **The defender rolls defense dice** equal to his figure's Defense score with any modifiers.

If the Attacker rolls the same number of **skulls** or less than the Defender rolls **shields**, the attack is unsuccessful.

If the Attacker rolls more skulls than the Defender rolls shields, the attack is successful. For each unblocked skull, the defending figure takes one Wound.

Life

When a figure's Wounds equal its **Life** score, it is destroyed. It is placed on its Army Card. When all figures on that Card are destroyed, it is out of play.

Victory

The **Scenario** sets the victory conditions for each game. However, if the game has ended by the time a certain number of rounds have been played, the victor may be decided by **scoring**.

Each player or team scores points for each Army Card with figures still on the battlefield. Score the full card points, even if there is only one surviving figure.

Glyphs

Glyphs are placed on the board either *power-side up* or *symbol-side up*. When a figure moves onto a Glyph that is *power-side up*, he must stop. If he lands on a *symbol-side up* Glyph, stop and turn it *power-side up*. When a figure stops on a Glyph its power takes effect immediately.

Permanent Glyphs

These powers are in effect for as long as a figure is standing on the Glyph.

Glyph of Astrid Each of the figures you control rolls one extra Attack die.

Glyph of Brandar Varies depending on the Scenario.

Glyph of Dagmar Add +8 to your Initiative roll.

Glyph of Gerda Each of the figures you control rolls one extra Defense die.

Glyph of Ivor Each of the figures you control with a Range number of 4+ gets +4 to their Range.

Glyph of Jalgard Each of the figures you control rolls two extra Defense dice.

Glyph of Lodin Add one to any d20 roll.

Glyph of Rannveig All figures with the Flying ability lose this power and cannot fly.

Glyph of Valda Each of the figures you control gets +2 to their Move (not used when *moving off* the Glyph).

Temporary Glyphs

These powers take effect only once, after which the Glyph is removed from the game.

Glyph of Erland When one of your figures stops here it may *summon* any other figure (either yours or your opponent's) to an adjacent space. The summoned figure does not receive a leaving engagement roll if it was engaged. The power cannot be used if there is no empty adjacent space.

Glyph of Kelda Only figures with one or more Wounds may stop here; remove all Wounds from its Army Card. Cannot be placed *symbol-side up*.

Glyph of Mitonsoul Roll a d20 for each figure (everybody's) on the battlefield. On a 1 the figure is destroyed.

Glyph of Sterla Roll a d20 for each destroyed figure (everybody's) on the battlefield. On a 19 or 20 place the figure in a starting zone of your choice.

Special Powers Notes

Special powers can never be modified by Glyphs, other special powers or height advantages. The attacker decides which of multiple targets roll defense dice first (with the exception below).

Mimring's Fire Line Special Attack

This attack affects figures within 8 spaces in any direction from either of Mimring's spaces. The affected figures can be on any level as long as Mimring has Line of Sight. Those closest roll defense dice first.

If used into an overhang, the attack affects the figures on all levels in the line of attack as long as he can see them.

Grenade Special Attack

Grenades cannot be lobbed at a figure more than 12 levels higher than the Attacker.