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Game: HEROES INCORPORATED	v1 Jun 2009
Pub: Quest Machine (2004)	
Page 1: Rules summary	
Page 2: Player cards (yellow & blue)	
Page 3: Player cards (green & red)	
For best results, print on card, laminate and trim to size.	

HEROES

INCORPORATED

SET UP

Shuffle the **Hero card** deck and deal 3 Heroes to each player. Each player chooses one to keep, passes one to the left, and one to the right. When passing is done, each player chooses a second Hero from the 2 just passed to him. Remove remaining Heroes from the game.

Each player takes set of the same color consisting of a **player pawn**, **player card**, 2 **Hero stands** and 4 **Action markers**, plus 1 white Action marker.

These Heroes take 1 *bonus* Action Marker of the following color:

Shadowboxer: black

Stampede: brown

Dr. Illusion: pink

Silver King: grey

Cloner: natural

Huntaar, Werebeast, Thunderhawk: orange

Titan, Werebeast and Andron each receive a Combat +1 token.

Scrap receives a Gadget token of the player's choice. Set aside the corresponding Gadget card from the Research card deck.

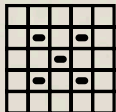
Shuffle the **Research card** deck and the **City Block tiles**. Deal each player a number of Research cards:

2 players: 3 cards each

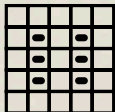
3 players: 2 cards each

4 players: 1 card each

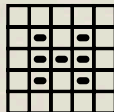
Build **Megalopolis** with a 5 by 5 grid of city block tiles with *Crimeland* in the center. Place **Crime pawns** on the blocks as follows:



2 players



3 players



4 players

Take 3 **Combat +1 tokens** and place them on the indicated city blocks: *Genicon Inc.*, *The Makers Group*, and *Dwengine Ltd.*

Each player places his player pawn on the scoreboard.

Beginning with player with the largest comic book collection, each player in turn places 1 of his Heroes on the board in any city block not containing a Hero.

Then roll the **Crime die** for each crime on the board, beginning with Crime A. Each crime moves 1 block in the direction rolled.

Play then begins with the starting player.

TURN SEQUENCE

The game is divided into **rounds**, in which each player takes 4 **turns**. Each player performs 1 turn in clockwise order, until everyone has taken their 4 turns.

Each round begins with the player with the most **Hero points** (roll a die to break ties).

On his turn a player:

1. **Performs 1 Normal Action**
2. **Performs any number of Bonus Actions**

Normal and bonus actions may be played in any order.

NORMAL ACTIONS

A player taking his normal action places one of his **player-colored action markers** (or the white marker to draw a card) onto his player card.

He may then choose to:

Move Move a Hero 1 block orthogonally to any space.

Fight Crime A Hero in a city block containing a Crime pawn may roll a die to try to equal or beat the target number of the block.

Play a Research Card

Draw a Research Card Use the white Action marker.

Pass Actions cannot be saved for later.

BONUS ACTIONS

A player may use as many bonus actions in a turn as he has **bonus action markers and spaces to play them on**.

Place **bonus markers** on the appropriate Hero card and move them to the player card as they are used.

FIGHTING CRIME

A Hero may **Fight Crime** on a block with a Crime pawn. The number on the block is the **target number** for Fight Crime rolls, *and* the **Hero points** given out at the end of the round.

The Hero takes an action and rolls a **Fight die**. If the result with modifiers is *equal to or greater* than the city block number, leave the die in the block to mark the successful fight.

While a Hero's die is on a block, he can no longer move or Fight Crime. If another Hero beats that die roll, the original Hero regains his die and may then move or fight as usual. Heroes that tie are both locked down.

Modifiers

Combat +1 tokens are *not* added to the roll by changing the die; add them when comparing the die to the block number.

SUPERVILLAINS

Supervillain cards may be played *out of turn*. When a player declares they are Fighting Crime, any opponent may play a Supervillain card *before* the die is rolled.

If multiple Supervillains are on a block, the target number is the *highest* combat value, but *all* special powers are applied.

If a die is already on the block, it is returned to its owner if it is not strong enough to beat the Supervillain.

A Supervillain card stays on the block to the end of the round or until it is defeated, when it is discarded.

Hero point awards at the end of the round do not change.

RESEARCH CARDS

Each player may have a maximum of 5 Research Cards in their hand.

KO Gadgets

The target Hero is **knocked out** and can no longer perform any actions or bonus actions. Lay the Hero on his side. If he already has a Fight die on the board, remove it.

Equipped Gadgets

Each Hero may carry up to 3 Gadgets. *Alien* Heroes may not have any.

A Gadget added to a Hero may be used immediately; but only the Hero holding the Gadget can use it.

Team HQ Gadgets

Each team may have 1 Team HQ Gadget useable by either team member.

The card has an action marker space (player-colored markers, white for for the *Crime Computer*) so the player may activate the Gadget's power once per round *without* spending a normal action.

Move the appropriate marker to the Team HQ Gadget when it is used.

Fame Cards

Each player may only have 1 Fame card at a time. If you play a new card you must immediately discard the old one. The Hero point is scored at the same time as scoring city block points.

ENDING A ROUND AND SCORING

At the end of each round, **the current leader with the most Hero points scores his points first**, followed by the other players in descending order of points.

The player with the highest die roll on a block with a crime receives the block's value in Hero points. He may then use a block's special power.

If multiple players tie, divide the points and round down. The block's special action is ignored.

Add points from city blocks, Fame, and from *Paragon's* special power, and add them to each player's score.

Then move all Crime pawns one block in the appropriate direction by rolling the Crime die once for each crime. A pawn that leaves the board goes to *Crimeland*.

Players then clear their Action markers and discard down to 5 Research cards.

WINNING THE GAME

The first player who achieves the target number of Hero points wins the game, and heir Hero team becomes the official Super Team of Megalopolis:

2 players: 36 points

3 or 4 players: 30 points.

JUSTICE TOKENS (OPTIONAL)

Whenever a Hero Fights Crime and is *not* able to put his die on the block, he receives a **Justice token**.

Tokens may be spent by *either* Hero on a team to add a point to a future Fight Crime roll.

Decide how many tokens to use *after* rolling the die, then add the number of tokens by **changing the die face**.

A player may only hold 3 Justice tokens at a time.

SUPERVILLAIN LAIRS (OPTIONAL)

This leads to a shorter game. Players using this rule in a 3 or 4 player game may wish to play to 36 Hero points.

When a Supervillain is undefeated by the end of the round, the player who played the card rolls the Crime die and moves him to his lair in an **empty** corner of the board indicated by the roll.

If the roll is N, S, E, or W, the player chooses an empty corner on that board edge.

Reroll if the corner is occupied. If no corner is empty, the Supervillain goes to the discard pile.

A Supervillain card on a block acts as if a crime is always present in that corner block until the crime is successfully fought. The first player to successfully fight the Supervillain *immediately* gains 6 Hero points.

If a Crime pawn moves into a Supervillain lair, move it instead to *Crimeland*.

A Supervillain card may *not* be played while another hero is fighting a Supervillain in his lair.



BLAST Fight Crimes in adjacent orthogonal blocks.

DETECTIVE 1 bonus black Action marker a round to draw a Research card.

FLY Move diagonally as well as orthogonally.

ILLUSIONS 1 bonus pink Action marker a round to move 1 Crime marker to an adjacent block. Can only target orthogonal crimes.

Cannot move crime from *Crimeland*. Cannot move crime if a successful roll is on the block.

INVENTOR Start the game with 1 Gadget token of choice *and* can play Gadget cards for *free* (no Action marker cost).

MAGIC Roll 2 dice to attack and take the highest number.

MINIC 1 bonus natural Action marker a round to instantly duplicate any super power of any Hero in an adjacent orthogonal block. If the power requires an action, spend one; if a bonus action, act as if you have the bonus marker.

MIND CONTROL Discard a card from your hand to cancel the effect of any Research card after it is played.

MINIONS 1 bonus grey Action marker a round to successfully Fight Crime and instantly gain Hero Points in an adjacent orthogonal block with a crime and block number of 2. Cannot use Minions if a successful roll is on the block. Can use Minions each round in addition to Hero's own Fight Crime actions. Move target crime to *Crimeland* after power is used.

NOBLE Gain 1 extra Hero Point per round. May spend 2 Justice tokens at any time to gain 1 Hero Point.

OUTSMART Win combat roll ties.

ROCKET Can Move and Fight Crime as 1 action.

SUPER SENSES 1 bonus orange Action marker a round to Fight Crime.

SUPER SPEED 1 bonus brown Action marker a round to Move, Fight Crime, or play a Research card.

TELEPORT Go to any block on a Move action, then roll a die. On a roll of 1, move to *Crimeland* instead (also,

Traveller gains a Justice token and may also instead spend 2 Justice tokens to change the 1 to a valid move).

TRANSFORM Start the game with a Combat +1 token.

POWERS

1st

2nd

3rd

4th

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TEAM HQ GADGET

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