Battle as your favorite Heroes and Villains with...

SUPER SCAPE

MASTER RULES

C³G

MAKING HEROSCAPE...
SUPER SINCE 2009

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Game Components

Goal of the Game: Create a battlefield and choose your team of powerful combatants (and their matching miniatures). Victory conditions should be agreed upon before the start of the game. To win, be the first to achieve your victory condition. In most games this means being the first to defeat all the figures on your opponent's team, but ultimately the conditions you choose at your table are up to you. The only limit is your imagination.

Let the battle begin!

GAME COMPONENTS

1. Terrain

2. Miniatures

3. Figure Cards

4. Objects

5. Items, Hazards, and Resources

6. Order Markers, Wound Markers, and Ability Markers

7. Dice

1. TERRAIN

C3G SuperScape is a 3D skirmish game played on colorful battlefields of different shapes and sizes and comprised of hex-shaped spaces. Battlefield terrain can represent anything from grass and rock to city streets and skyscrapers to outer space and other dimensions.

Terrain is one of three key physical components representing the world of the game, which include figures and objects as well. Each battlefield is assembled from various terrain pieces to create a physical setting for the game action.

Any part of the battlefield that includes spaces for figures to occupy counts as terrain. Different terrain types can impact figure movement or include other special rules that affect gameplay. Although it cannot be defeated like figures and destructible objects, terrain can be removed from the game by certain abilities. For a full breakdown of terrain types and associated rules, .

C3G suggests using official Heroscape terrain to represent most of the various terrain types listed in this rulebook. However, it is up to players to decide what physical product works best for their games.

HEROSCAPE OFFICIAL TERRAIN

TERRAIN HEXES

Standard battlefield spaces are hex-shaped and are often referred to as hexes. Players who choose not to use Heroscape terrain should note that each level of height is equal to 3/8ths of an inch (9 millimeters), and each hex consists of six sides that are each 1 inch in length (2.5 centimeters).

Hexes come in three different varieties, including full hexes, half hexes, and partial hexes. Full hexes are standard-sized spaces. The best way to identify a full hex is to check if a figure's base will fit fully inside of the space. (A single-base figure should fit completely within one full hex, a double-base figure should fit completely within two full hexes, and so on. A standard single base is 1 ¼ inches, or 32 millimeters, in diameter). Most terrain is comprised of full hexes only. Some objects, such as buildings, divide the spaces in such a way as to create half hexes or partial hexes. A half hex is any space where a figure's base will not fit fully inside the space, but a standard wound marker will (a standard wound marker is 5/8 inches, or 15 millimeters, in diameter). A partial hex is a space that is too small for even a wound marker to fit inside.

Figures can enter, move through, and occupy full hexes. However, they can only move through half hexes without stopping to occupy them, and cannot enter, occupy, or move through partial hexes at all.

TERRAIN ELEVATION

When counting movement, figures normally must consider elevation as well. A figure must count each space it moves over, as well as each level it moves up in elevation.

Elevation measures levels of terrain. For example, if a figure is occupying a space on top of five terrain tiles that are vertically stacked, that figure is on an elevation of five. Elevation can be compared to a figure's height to determine adjacency and can come into play with falling damage. Elevation can also help when calculating height advantage ().
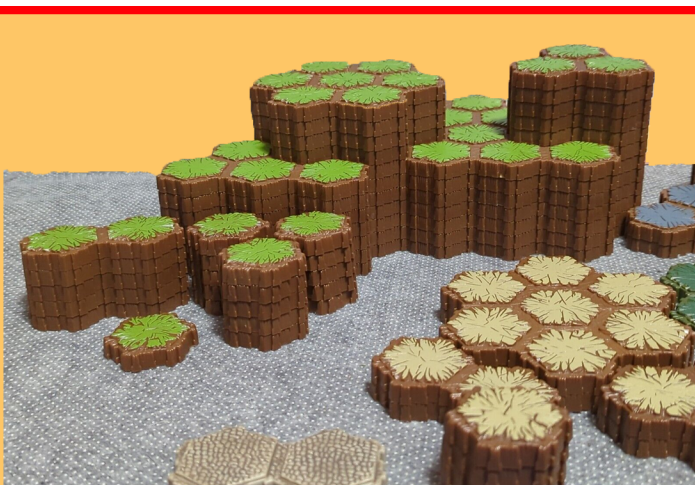
2. MINIATURES

The main action of any C3G SuperScape game involves 3D miniature figures moving around the battlefield, attacking each other, and using special abilities.

C3G does not dictate miniature choices. Each figure card has a "suggested" miniature choice listed in the online community, but it is up to each player to decide what miniatures work best as figures in their games. Players are highly encouraged to explore various miniature lines and to proxy or customize miniatures as they see fit.

For the best experience, players should use miniatures that match the height listed on that figure's card and that have a stance approximating that of the "suggested" miniature.

A NOTE ON PROXYING

Miniature choices that vary greatly in height or stance and terrain choices that vary greatly in scale or shape from the suggested product may create negative experiences for the end user, and tournament settings may include additional restrictions to guarantee competitive balance.

3. FIGURE CARDS

Each figure card features a draftable unit. A unit is a collection of 1+ miniature figures associated with a figure card. For instance, one unit of a three-figure squad would be the three figures of that squad. Common and Uncommon cards allow players to include multiple identical units on the same team.

Figure cards come in two types: character cards (heroes or squads) and destructible object cards. All essential gameplay information for a unit is included on its figure card. As you learn more about how to play, you'll become more familiar with how this information works during a game.

A Name & Identity: Every unit has a name and many have an identity listed, below the name. If a figure has more than one identity listed, the figure is considered to have each of these identities. If a figure does not have a listed identity, its name becomes its identity instead.

B Abilities: Most figures have 1+ abilities that may allow them to break certain rules or act in a different way than other cards.

C Faction: If the character being represented by a card is closely associated with a specific group of characters, such as the Avengers or the Justice League, the name of that group will appear here.

D Uniqueness: A figure may be Event, Unique, Uncommon, or Common in its Uniqueness. Players cannot have more than one Event or Unique unit with the same identity on their team but may have multiple Common or Uncommon units with the same identity as any other unit on their team. For more on these types of uniqueness, see page 5.

Hero/Squad: A Hero card uses a single figure as its unit. Squads feature 2+ figures per unit, as indicated by the number following this description. The total number of figures in that squad comprise one unit of that squad. If a squad is referred to directly, all units of that specific squad are being referenced.

E Synergy Tags: All figure cards feature three distinct keywords: Species, Class, and Personality. These are most often used by abilities to indicate whom that ability might impact in a positive or negative way. Species indicates a unit's biological designation; class defines its role; and personality specifies its most prevalent characteristic.

F Size/Height: A figures's Size represents its bulk and weight while a figures Height, indicated by the number, represents the number of levels tall it is. A figure's size may influence its basing. Refer to the C3G community for basing recommendations.

G Combat Statistics: Figure cards are defined by these core Combat Statistics: Life, Move, Range, Attack, and Defense. If any of these statistics are missing from a card, that figure may not use or modify that statistic. Life represents the figure's physical ability and willpower to stay in the fight. Each wound a figure receives reduces its remaining life by one. Move communicates how many spaces a figure can move normally during its activation. Range signifies how many spaces away a target can be when a figure makes a normal attack. Attack and Defense establishes the base number of Combat Dice that are rolled when a figure makes normal attacks or defends against attacks.

H Points: A figure card's relative value to other cards is quantified here. This number helps ensure the game remains balanced and fair to all players by establishing the cost to include a unit on your team.

J Publisher: A special keyword placed first on the keyword bar that specifies a character's publication home.

K Symbol and Keyword Bar: Ability symbols and additional synergy keywords a figure may have are found here. Each symbol has a common ability associated with it. The full list of these symbols and their associated abilities can be found on page 15. Keywords have no specific ability associated with them but can be referenced in the text of various abilities and rules.

AQUAMAN
ARTHUR CURRY

JUSTICE LEAGUE

SUMMON THE SEVEN SEAS
While there is a revealed Order Marker on this card, the space Aquaman occupies and all land spaces that are within 1 space of him become water spaces. While occupying water, when Aquaman makes a normal attack action, he may separately attack any or all adjacent figures.

RIP TIDE RUSH
Instead of a normal move action, you may remove any number of unrevealed Order Markers from this card. For each you remove, you may choose up to 2 figures within 4 clear spaces of Aquaman to place on empty spaces adjacent to him.

RELEASE THE KRAKEN!
Once per game, instead of an attack with Aquaman, you may choose a water space. Roll a d20 once for each of Aquaman's wounds. For each result of 14+, any enemies on or within 1 space of the chosen space receive 1 wound.

UNIQUE HERO
ATLANTEAN
KING
VALIANT
MEDIUM 5

6 / 6 / 3 / 6 / 6 / 360

DG •Royal

❤ **LIFE**
🏃 **MOVE**
🎯 **RANGE**
☠ **ATTACK**
🛡 **DEFENSE**

4. OBJECTS

Many map builds also include objects. An object is anything three-dimensional that is placed on the battlefield but is not terrain, a hero, or a squad.

Objects occupy spaces, can obstruct clear sight and figure movement, and often include versions that are destructible and have abilities for figures to interact with.

Object types include aquatic, earth, frozen, interior, jungle, nature, outer space, structure, urban, and any other types noted by keywords on a Destructible Object card.

Common objects that belong to these groupings include Rock Outcrops (earth and structure objects), icebergs (frozen objects), trees and plants (nature objects) including palm trees and jungle bushes (also jungle objects), and ruins (structure objects and, in the case of the Warehouse Ruin, urban objects) and buildings (structure and urban objects).

Any spaces on an object with a keyword or type that matches a specific terrain type are considered to be that type of terrain. For instance, the Warehouse Ruin is an urban object, so spaces on it are considered urban terrain.

If a Destructible Object belongs to one of these groupings, it will be noted in a matching keyword on that Destructible Object card. Map instructions may also specify that objects on that map are of certain types.

Many destructible objects have points listed and can be included on teams. For more on destructible objects, see page 16.

5. ITEMS, HAZARDS, AND RESOURCES

Items, hazards, and resources may impact gameplay and modify the effectiveness of characters. They might represent anything from magical artifacts to incredible scientific inventions to deadly weather patterns. Each item, hazard, or resource is represented on the battlefield by a flat, hexagon-shaped plastic token that has a face down side with a uniform backing and a face up side with art for that individual token.

Map instructions will specify where specific items, hazards, or resources should be placed during assembly. Many cards and scenarios will use them as well. Tokens for items, hazards, and resources may be placed on empty spaces on the battlefield and figures can enter and occupy spaces with these tokens on them. Tokens may be placed on the battlefield face down (in which case their rules and abilities are not in effect) or face up (in which case their rules and abilities may be in effect, depending on the type of token).

These tokens do not add height to any spaces on which they are placed. When a figure enters a space with a face down token, or with a face up hazard or resource, that figure must end its movement. Then, if the token is face down, they must flip it face up.

For more on items see page 19, and for hazards and resources, see page 18.

6. ORDER MARKERS, WOUND MARKERS, AND ABILITY MARKERS

Order Markers come in sets of four, including the 1, 2, 3, and X Order Markers. Each round, players will place these on their character cards to plan the order in which their figures will be activated.

Wound Markers are small red disks that represent the amount of damage (wounds) figures have received. If a figure receives enough wounds (equal to or exceeding its Life), it becomes defeated and must be removed from the battlefield.

Many figure cards require specific ability markers that are used with their abilities in various ways. Ability markers are typically colored disks the same size as wound markers but, much like with miniatures, players are encouraged to use whatever size and shape of marker that works best for them.

7. DICE

Six-sided combat dice are the main type of dice used for gameplay. If you have Heroscape combat dice with skulls, shields, and blanks on them, you can use these. You can also convert a standard d6 for use as a combat die, by following this conversion chart:

The combat dice are used during combat for attacking and defending, as well as for other effects such as damage dice and certain abilities on figure cards.

In addition to combat dice, the game may use dice of other sizes, including but not limited to a d20 (20-sided die) that is used for initiative rolls and many abilities. Future abilities may reference other dice sizes as well, such as a d6, d8, or d12.

Rolling combat dice generates skulls, shields, and blanks, which result in hits, blocks, and feints, respectively. Numbered dice such as the d20 have a number that is rolled and then include any modifiers in the result.

HOW TO PLAY A GAME

C3G SuperScape games are played in 3 distinct phases: Setup, Rounds, and End of Game.

GAME PHASE 1: SETUP

During setup, players gather and place figures. This phase has four distinct steps to follow in order.

1. CONSTRUCT THE BATTLEFIELD

To get started, either consider following a set of official C3G SuperScape map building instructions or create a battlefield and game scenario of your own. As part of assembling the battlefield, be sure to designate an equal number of start zone spaces for each player (typically on opposite sides of the map). Many maps use 24 start zone spaces per start zone, but map builders can choose a number of spaces that best fit their map.

For specific information on how battlefields can influence gameplay, see the sections on Terrain (page 20) and Height Advantage (page 14).

2. GATHER AND PLACE YOUR TEAM

When playing C3G SuperScape, you can either use a pre-made team of figure cards, or you can draft figure cards into a team. Both ways of assembling a team are explained below.

As you gather your team, make sure that the total cost of your figures is equal to or less than the limit agreed upon by all players. Games of C3G SuperScape are commonly played at or around 1000 points per team, but fun, balanced games can be played at any number of point levels. Players don't need to have the same number of figure cards; for example, you may choose four figure cards, while an opponent chooses two, or even one. Simply pay attention to the total point value of all the figure cards on each team.

When assembling teams, pay attention to the identities and uniqueness of the figures you choose (see figure card breakdown on page 3).

Players may include multiples of the same Common or Uncommon cards on the same team but may not include multiple Event or Unique cards with the same identity.

If a figure does not have an identity listed, its name acts as its identity instead. The figure's publisher is considered an extension of its identity as well, so any units with identical names or secret identities but different publishers have separate identities.

Any figure with a 🌐 Symbol is considered to have a distinct identity that is not shared with any other figure card (See **Crossover Symbol**).

Using a Pre-Made Team or Drafting.

Experienced players may know what teams they want to play coming into a battle and bring their assembled cards and figures to the game with them.

If you didn't bring pre-made teams, drafting is a fair and fun way for players to choose their cards for a well-balanced game. Take turns choosing cards until all players have fully assembled their teams.

Gather your teams, then roll d20s to see who places their figures on the battlefield first. Re-roll ties. The highest roller will place their entire team of figures first; placement passes to the left. You must place all your figures in the same starting zone. If there are more figures on your team than spaces in the starting zone, you cannot use the extra figures.

3. GATHER AND PLACE REMAINING GAME COMPONENTS

Once each player has assembled and placed their cards and associated figures, all other game components should be gathered. Wound markers and dice should be placed near the battlefield in easy reach of each player. Each player should take one set of four colored Order Markers (1, 2, 3, and X) and place any relevant ability markers on their figure cards as detailed in the ability text on those cards.

4. START OF GAME

The last step of the setup phase is the official start of the game. Players do not need to take any specific actions during this step, but specific abilities may trigger.

GAME PHASE 2: ROUNDS

The bulk of the game is played in Game Phase 2, the game rounds. A typical game is played in several rounds. Each round consists of three turns for each player (one for each numbered Order Marker). There are five distinct round phases that detail what happens over the course of a round. For a breakdown of the round phases, see page 6.

GAME PHASE 3: END OF GAME

Game Phase 3 is the end of game. Victory conditions that were determined before setup should be checked at the end of each player's turn. Once these conditions have been reached (such as only one player having figures remaining on the battlefield), the game ends and victory can be declared. In the case of multiple battlefields (see Separate Battlefields on page 25), this is the phase in which Victory Points are calculated, and the winner is determined.

BREAKDOWN OF ROUND PHASES

Rounds are played in 6 different phases.

ROUND PHASES

• PHASE 1: Start of Round

• PHASE 2: Planning

• PHASE 3: Initiative

• PHASE 4: Turns

• PHASE 5: Cleanup

• PHASE 6: End of Round

ROUND PHASE 1: START OF THE ROUND

This is when the round officially starts. Players do not need to do anything specific in this phase, but certain abilities may trigger.

ROUND PHASE 2: PLANNING

Once a round has started, players should engage in planning for the round.

On your turn, you'll move and attack with the unit from one figure card. Decide now which character card you'll use on which turn, then place an Order Marker on those cards (1 for the first turn, 2 for the second turn, 3 for the third turn). You may place 2+ Order Markers on the same card if you want to use that card for two (or even all three) of your turns. Order Markers are only placed on character cards.

Players place their Order Markers at the same time. Place your Order Markers facing you, so opponents can't see the numbers on them. The "X" Order Marker is a decoy. You place it on any character card just to keep your opponent(s) guessing. Some abilities will use the "X" Order Marker as a trigger as well.

ROUND PHASE 3: INITIATIVE

Once Order Markers are placed, players determine turn order for the round by each rolling a d20. The high roller takes the first turn, and the remaining players are slotted in order from highest to lowest roll. If there are any ties, players reroll until the tie is broken.

When calculating initiative order, players should compare their results, which include both the number rolled and any modifiers. Some abilities allow players to reroll initiative. If an ability modifies an initiative result, it applies to any rerolls as well.

ROUND PHASE 4: PLAYER TURNS

During a round, each player will take three turns. There are seven distinct turn phases that detail what happens during a player's turn.

ROUND PHASE 5: CLEANUP

After the last player in initiative order takes their third turn, before the round ends, there is a special Cleanup phase. During this phase, players should go in initiative order and resolve all Cleanup abilities on figure cards they control.

ROUND PHASE 6: END OF ROUND

After all player turns and the Cleanup phase are resolved, the round reaches its end. Any end of round effects trigger now, such as rolling for exposure damage from lava field terrain.

Play moves back to Round Phase 1, as another round begins. Rounds progress in this manner until the battle ends by reaching Game Phase 3 (End of Game).

BREAKDOWN OF TURN PHASES

Turns are played in 7 different phases.

TURN PHASES

• PHASE 1: Start of Turn

• PHASE 2: Activation

• PHASE 3: Move Phase

• PHASE 4: Transition Phase

• PHASE 5: Attack Phase

• PHASE 6: End of Activation

• PHASE 7: End of Turn

TURN PHASE 1: START OF TURN

After initiative order is established, player turns begin, starting with the first player in initiative order. The start of turn phase has three steps.

1A: Before taking a turn.

1B. At the start of your turn.

Certain abilities may trigger during these steps.

1C. Reveal an Order Marker.

After your turn has officially started, you must reveal your Order Marker for that turn, laying it number-side up on your character card. If all figures associated with a card that you would reveal your Order Marker on have been defeated, you still must reveal your Order Marker, but cannot use any abilities on that card unless otherwise specified in the ability text.

TURN PHASE 2: ACTIVATION

Once a numbered Order Marker has been revealed on an active character card on your team, that card and its unit have been **activated**. An activation for a figure that follows an Order Marker reveal on its figure card is known as an **ordered activation**.

Certain abilities allow players to activate figures without revealing Order Markers on their cards, but players can only activate figures that are active and on their team.

Any abilities that would trigger "instead of activating" a figure would trigger now.

Turn Phases 3-5 outline what a player can do with a figure card during its activation.

These phases consist of the move phase, the attack phase, and the end of activation.

TURN PHASE 3: MOVE PHASE

During the move phase, you may perform a move action with each activated figure (more than one figure may be activated at a time, such as when you activate a unit of a squad). Some terrain can impact movement (see Terrain on Page 20).

Move actions consist of either a normal move, a special move, or a maneuver, as will be covered in this section.

Certain abilities allow players to give a unit a move phase outside of its activation, in which case that unit follows all steps for a move phase listed here. Similarly, other abilities may grant a unit a move action outside of its activation. Finally, many abilities simply maneuver a figure outside of its activation.

A maneuver is a move action with a figure you control that specifically happens outside of its move phase. Maneuvers have fixed Move Numbers that are established in the abilities that grant them and are not modified by other abilities or terrain. Any ability or terrain effect that triggers during a move action can trigger during a maneuver.

3A. Before the Move Phase

3B. The start of the Move Phase

Certain abilities may trigger during these steps.

If a figure has an ability that triggers "instead of its move phase," then it would trigger before step 3B and that figure's entire move phase would be skipped for that activation. A figure *does not* need to be able to physically move to use an ability before or instead of its move phase.

3C. Before a Move Action

Any abilities that trigger "before moving" or "before a move action" trigger during step 3C. A "before moving" ability will trigger before any type of movement of a figure. A "before a move action" ability will trigger before any move action, whether it is normal, special, or a maneuver.

If a figure uses a "before moving normally" or "before a normal move action" ability during its activation, that figure cannot use an ability that triggers instead of moving normally during that same activation. Once a figure uses an ability that triggers before moving normally, that figure has committed to moving normally on its activation (even if it is a move of 0 spaces).

3D. Instead of a Normal Move Action

Any abilities that would trigger "instead of a normal move action" or "instead of moving normally" with a figure would trigger now.

Special moves trigger instead of moving normally by default.

3E. Beginning to move

Once a player has decided whether to move a figure and how to move it, if there are any abilities or terrain effects that would trigger when a figure begins to move, they must announce this move, as those abilities or effects would trigger now.

Some abilities that trigger now may stop a figure's movement. If a figure's movement is stopped at this step in the move phase, that figure is considered to have not moved during this activation.

By determining how their figure will move, a player also determines how far that figure can move. When beginning to move a figure, a player should check that figure's Move Number for that move action. For a normal move action, the Move Number printed on that figure's card

should be used. Special move actions and maneuvers will specify the number that should be used for those moves in the relevant ability text. You may move *up to* that number for any move action.

For example, with a Move Number of 5 a figure can move 0, 1, 2, 3, 4, or 5 spaces. (Uneven terrain, terrain rules, and occupied spaces may limit movement.)

If you are moving a unit of squad figures, move them in any order, one at a time.

3F. Swipes

Engagement is an important term in SuperScape. A figure becomes engaged when it enters a space where it is adjacent to an enemy figure.

Adjacency is easy to determine. Typically, when a figure is within one space of another figure, they are adjacent. However, if one figure's base is on a level equal to or higher than the height of the other figure, they are not adjacent and therefore, not engaged. See the example below.

An object may also prevent adjacency between two figures within one space of each other by physically splitting those spaces with its placement. An object only prevents adjacency this way if it is the same height or taller than at least one of the two figures. Otherwise, the figures can still establish adjacency above the object.

Immediately before a figure would leave engagement, **swipes** come into play. The figure leaving the engagement is still considered to be on the space adjacent to the figure attempting the swipe while the swipe attempt occurs. Only after the swipe attempt can the figure move fully out of engagement and continue its move action.

A figure may move around or use an ability to pass through another figure it is engaged with without breaking that engagement, but, if at the start of its movement or at any point during its movement a figure begins to move out of engagement with another figure, including by starting to fly (see page 15), the enemy figure may attempt a swipe.

A figure may become engaged with multiple enemy figures at once. As the figure leaves each engagement, each enemy figure may take its own swipe.

To swipe at a figure, the player who controls the figure taking the swipe rolls one combat die. If a skull is rolled, the figure that is moving receives one wound. (See **Wound** and **Life**).

Swipes are optional, so a player may also choose to forgo a swipe roll.

3G. Moving Normally

When moving normally, count spaces and move a figure up to its printed Move Number. You may move through a space with another of your figures on it unless that figure is **engaged**. You cannot move through a space with an object or enemy figure on it or end your move on an occupied space (i.e. a space with any other figure or object on it).

When moving, unless otherwise specified by an ability such as Flying, you must consider elevation. If a figure is moving up to a higher level, count the side of each level of height as one space as well as counting the space you land on. If your figure can't move enough spaces to reach the top of an elevation, then it cannot move there.

If a figure is moving to a lower level, you don't need to count sides on the way down. However, when a figure moves down to a much lower level, it may get wounded. Any time a figure moves down from one space to another space that is 10+ levels lower, regardless of that figure's height, it may take falling damage.

To determine falling damage, roll a number of damage dice against the affected figure based on the distance of the fall.
• 10-19 levels down = 1 die of falling damage
• 20-29 levels down = 2 dice of falling damage
• 30-39 levels down = 3 dice of falling damage
• 40+ levels down = 4 dice of falling damage

If a figure moves with the Flying ability, they do not take any falling damage. In addition, figures take one fewer wound from their falling damage roll for each of the following that is true:
• They have the Super Strength ability
• They fall onto a water space.

For each skull you roll, add one wound marker to the figure's card.

Item, Hazard, and Resource Tokens do not add height to any spaces on which they are placed. However, when a figure enters a space with a hazard or resource, that figure must immediately end its movement.
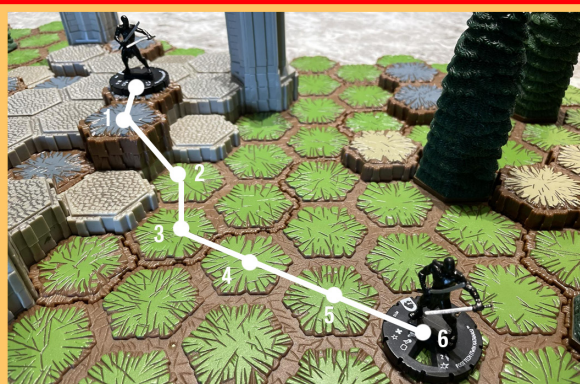
The graphics below have examples of basic movement.
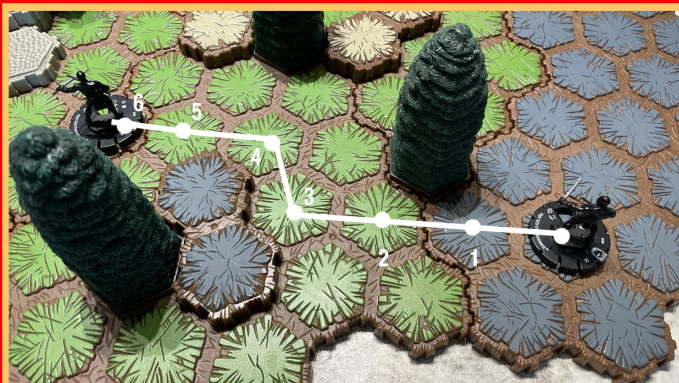
FLAT TERRAIN

CLIMBING TERRAIN

MOVING DOWN (NO FALLING DAMAGE)

Overhangs: An overhang exists when 1+ terrain pieces are above another terrain piece with a space in between. Figures that are small enough to do so may move under overhangs. (See the example below).

- Stay-Puft's Height is taller than the overhang, therefore he cannot move under it.
- Hulk's Height is not, therefore he is free to move under the overhang

Figures can also move to the top of an overhang if they have enough movement. When you move a figure up to an overhang, count the nearby support tiles. (See the example below).

- In order to reach the space above, Echo would need a Move of 7

Keep the base on the space. When a figure ends any movement, make sure its base lies flat and is on a number of spaces equal to its basing (so single-based figures should only touch a single space with their base, double-based figures should only touch two spaces with their base, and so on).

No part of a figure's base may overlap onto another space or the area between spaces.

Moving a double-based figure: Some figures, such as Godzilla or Ghidorah, have bases that take up two spaces. When moving a double-based figure, decide which side to lead with (the left side or the right side). Then move the figure so that the other side follows the same spaces that the leading side just occupied

Always end a double-based figure's move on two same-level spaces. If any terrain effect or ability would cause a figure to end its move on levels of different spaces, that figure must end its move prior to moving on those spaces.

(Note that when one of the two same-level spaces has a tile that is zero-levels tall on it, such as shadow or water, the two spaces are still considered on the same level, so the double-based figure can still end its movement there. See **Terrain** (page 20) for more on zero-level tall tiles.

See the graphic below for an example of moving a double-based figure. A double-based figure does not have to stop when it moves over one water space that is between two land spaces, but it does have to stop when it moves onto two adjacent water spaces.
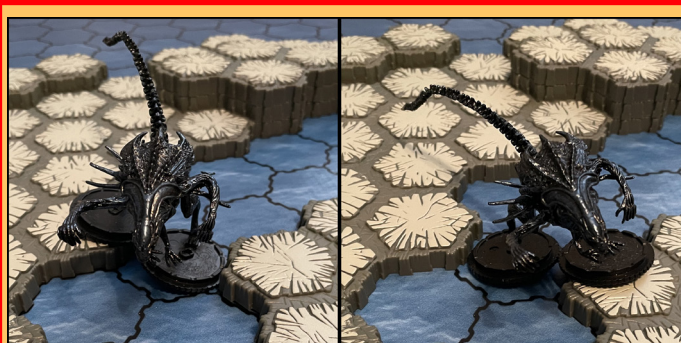
- The Alien Queen does not have to stop her movement.

- King Kong must stop his movement since both of his bases are in water spaces.

Multi-based figures: Some figures are large enough that their bases occupy more than two spaces or more than one non-consecutive spaces.

When moving a multi-based figure, choose a double-base section to lead with. Then move the figure so that the rest of the base follows the chosen double-base section. While moving, the two lead sections do not have to be on the same level and when counting elevation changes, use the space with the highest elevation change. When ending movement, all parts of the figure's base must be on the same level, and no part of the figure may be farther away from its original placement than the distance moved.

When moving figures with multiple separate bases, consider the bases connected and follow the rules above.

Anytime during the figure's move, if the base is symmetrical, you can rotate it. To rotate it, turn the figure around while keeping it on the same spaces. The rotation is free: it does not count as part of your move. The figure does not take any swipes when rotating since the figure is staying on the same spaces.

EXAMPLE 1: Moving an irregularly based figure.
In this example, the first 2 bases are chosen as the lead bases. Moving up elevations works the same as a typical single based figure, however the two lead bases do not have to be on the same elevation when counting elevation changes.
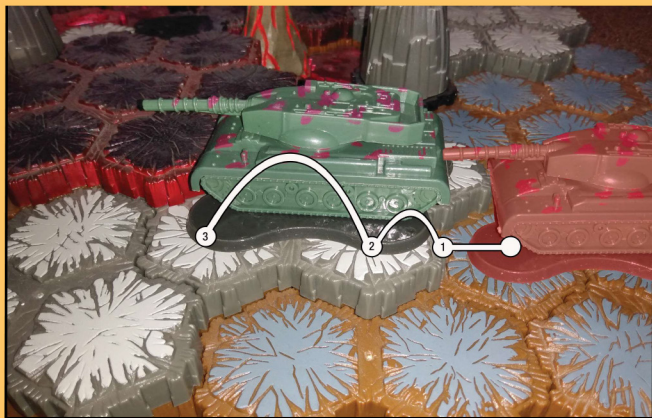
EXAMPLE 2: Ending an irregularly based figure's movement.
When ending the movement of an irregularly based figure, the figure may not end its movement on a space where all parts of that figure's base are not on the same level.

EXAMPLE 3: Rotating an irregularly based figure.
In this example, the tank has been rotated counter clockwise. This does not count as part of its movement,

Double-based and multi-based figures can only rotate their bases as part of a movement action.

3H. After a Move Action

3I. Move Phase Ends

Certain abilities may trigger during these steps.

If a figure was granted an out of activation move action such as a maneuver, step 3H is the end of that action. If a figure was granted an out of activation move phase, step 3I is the end of that phase.

Once a figure has made an entire normal movement or fully used a special move ability or maneuver and has ended its movement, it is considered to have taken a move action. After a figure has finished using all move actions for this activation, its move phase has ended.

TURN PHASE 4: TRANSITION PHASE

Players do not need to do anything specific during the Transition Phase, but certain abilities may trigger during this phase (such as any that say: "during transition, this figure may ….") and figures may be granted out of activation transitions (such as "may take a transition phase with one ally in clear sight").

TURN PHASE 5: ATTACK PHASE

The most common way to win a game of SuperScape is to defeat all enemy figures. And the most direct way to do that is by attacking.

Combat between figures takes place during the attack phase of an activation. The attack phase breaks down into 14 steps, which cover everything from the start of the phase, through choosing a target, rolling attack and defense dice, taking wounds, all the way to the end of the phase.

During the attack phase, you may perform an attack action with each activated figure (more than one figure may be activated at a time, such as when you activate a squad unit).

Attack actions consist of either a normal attack or special attack, as will be covered in this section.

Certain abilities allow players to give a unit an attack phase outside of its activation, in which case that unit follows all steps for an attack phase listed here.

5A. Before the Attack Phase

5B. The Start of the Attack Phase

Certain abilities may trigger during these steps. For instance, any ability that says "before its attack phase, this figure may …." would trigger during step 5A.

If a figure has an ability that triggers "instead of its attack phase," then it would trigger before step 5B and that figure's entire attack phase would be skipped for that activation. A figure *does not* need to be able to attack a target in order to use an ability instead of its attack phase.

5C. Instead of an attack action/instead of a normal attack action

5D. Before an attack action

A figure does not need to be able to attack a target in order to use an "instead of attack action" or "before attack action" ability. They simply need to have an attack action available to use.

Special attacks trigger instead of a normal attack action by default.

A NOTE ON AIMING

At any point during an attack phase, a figure may check to see if it has legal attack targets. This is called aiming. Figures may aim as much as they like during the attack phase.

To aim, a player should check whether the active figure has clear sight on a potential attack target. You may attack figures even if there are other figures or objects between you and the target, but you must have clear sight on that figure.

To determine clear sight, you must consider a figure's hit zone. Each figure on the battlefield occupies and fills up a volume of space called a hit zone, which is used to determine both when it is in clear sight of other figures and when it has clear sight on other figures.

A figure's hit zone is the entirety of its sculpt. To determine whether a figure has clear sight on another figure, draw a straight line starting from any point in one figure's hit zone to any point in another figure's hit zone. If you can draw an unbroken line this way, clear sight has been established. If you cannot, there is no clear sight.

Some objects and terrain will also come with designated Target Points that adjacent figures can use instead of their hit zone as a starting point for establishing clear sight on a non-adjacent figure.

> **EXAMPLE:** Scarecrow and Riddler are in clear sight of Batman, Joker is not.
> Riddler is also obstructed as his whole hit zone is not in clear sight.
> The wooden barrel does not impact Batman's clear sight as you can choose any point on his hitzone to target from. It would be an obstruction if Riddler targeted Batman.

Why are you hiding Joker?

When using any miniature that varies greatly in height or stance from the "suggested" figure, it is recommended that players instead define that figure's hit zone as any area that falls inside a cylinder the circumference of that figure's base up to the figure's listed height.

> **EXAMPLE:** Iron Man, Spider-Man, and Captain America are all three human-shaped figures classified as Medium 5. If figure sculpt is widely varied, players can agree to the standardized cylinders.
>
> Hulk is Large 6 and therefore has a taller cylinder.

Obstruction: When aiming, the attacker should also consider if the defender is obstructed.

Any terrain piece or object that blocks clear sight on any part of a figure's hit zone is considered an obstruction. If an attacker has clear sight on its target but that clear sight is obstructed in any way, the defender adds one to its defense against that attack. If an object is controlled by a player (such as an occupied Vehicle Destructible Object), that object does not cause obstruction. A defender adds a total of one defense die for all obstructions.

Adjusting Figures: Players may touch or move figures only on their own turns. For example, a player cannot move his figure out of clear sight of an activated enemy figure on an opponent's turn.

5E. Attack Action

Attack actions, such as normal attack actions and special attack actions, establish how many times a figure can attack, what Attack and Range numbers are used, and any additional effects.

Some abilities may give you more than one attack action. An ability could state you have two attack actions of your choice, or it could specify that you get two attack actions, but one (or both) must be a special attack action.

Some attack actions (both normal and special) may provide multiple attacks. When that happens, after resolving combat for the first attack (attack & defense dice have been rolled and wound markers placed), you may target and execute another attack of the same type. You may continue this process until you have used all attacks used for that attack action. For instance, a figure may have an ability like Double Attack that grants them two normal attacks when making a normal attack action, while another figure may have a special attack that includes multiple uses of that special attack. You cannot switch between a normal attack and a special attack during the same attack action.

"*Instead of an attack*" abilities can happen instead of any attack a figure would make (for example, if a figure has the Double Attack ability, it may replace its first attack, second attack, or both attacks with an instead of an attack ability). To use an "instead of an attack" ability, a figure must be able to target and attack another figure in its range. See the upcoming section on Combat to help determine when a figure can legally attack.

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5F. Attack Action declared

Once you have decided to use an attack action for a figure, you should declare what type of attack you're using (normal or special) and what figure you're choosing as the target of the attack. Some special attacks determine which figures are attacked differently.

5G. Combat

Declaring the use of an attack action initiates combat. This is the part of the game when attacks are rolled and defended against and wounds are placed.

The timing of Combat breaks down into 11 steps, most of which exist as triggers for abilities.

C1. Declaring an attack and its target

In order to attack with a normal or most special attacks, a figure must first choose a target in range for that attack. The range for a figure's normal attack will be the Range Number printed on that figure's card. The range for a special attack will be specified in the text for that ability.

When checking the range, do not count extra spaces for higher levels. However, being on a higher level is an advantage during a normal attack or when defending against any attack (see **Height Advantage** page 14).

If the distance between your figure and the figure you wish to attack includes an area with no spaces (for example near the edge of the battlefield), you must count the spaces along the battlefield to check the range.

A figure using an attack with a range of 1 can only attack a figure it is adjacent to. If a figure is within one space of another figure but not adjacent, the attacking figure must use an attack of range 2 or higher to attack that target.

Engaged figures: If a figure is engaged with 1+ figures, it can only choose adjacent figures as targets. Otherwise, a figure may choose to target any other figure within its range (note that a figure cannot target itself).

A non-adjacent target must be one that the attacker has successfully aimed at during this attack phase. (Special attacks may modify how a target is chosen and whether prior aiming is required).

C2. After being targeted (defender)

After you've declared what kind of attack action you are taking, and what figure is being targeted, your opponent may be able to respond. An ability like Fog Cloud may trigger and make the targeted figure no longer available to attack.

Once a figure has been determined as the target for an attack, you are committed to rolling that attack.

If a figure either has no target in its range for its chosen attack action or is not adjacent to any figures and failed to successfully target any figures, that figure cannot attack.

C3. Before an attack (or before a normal attack)

Once a figure has chosen to attack, before any attack dice are rolled, any before attacking abilities trigger. If an ability has a "before attacking normally" trigger, it can only trigger before a normal attack; once it has triggered, a figure must attack normally, unless its chosen target is no longer in range.

Before attacking, consider abilities, hazards, height advantage, items, resources, and any other relevant bonuses. (Follow the "you snooze, you lose" rule: If you forget to use your bonus, tough luck. Maybe next time, you'll remember!)

C4. Attacking (Rolling the Attack)

Once you have locked in the target for your attack by choosing an adjacent figure or successfully targeting a non-adjacent figure within range and once all "before an attack" abilities have triggered, gather the correct number of combat dice for the attack, which is determined by the Attack number for that attack, plus any bonuses added in.

The base number of attack dice for a figure's normal attack is the Attack number printed on that figure's card. Add any bonuses or other attack modifiers to this number (see **Height Advantage** and **Abilities** page 14) to determine the final number of attack dice you will roll for the attack.

The number of attack dice for a special attack will be specified in the text for that ability (see **Special Attacks**). Range and Attack numbers for special attacks **MAY NOT** be modified by adding to them or subtracting from them.

Once you have gathered your attack dice, roll them. Every skull rolled for an attack counts as one hit on the defending figure. Some abilities add extra hits to an attack. The result of the roll is a final tally of hits, blocks, and feints after any modifications are applied.

C5. After attacking

Any ability on the attacking figure's card that triggers "after attacking" triggers during step C5.

Defenders: A figure that is attacked is considered a defender. Defender abilities may trigger at several points during combat, both after a figure is targeted and after a figure is attacked.

Defender abilities, and defense against attacks, should be triggered in the order that the figures were targeted or attacked. For instance, if a figure is attacked with an exploding attack that affects all figures adjacent to it, the initial target triggers any abilities and defends first, before any adjacent figures. If an attack targets all figures in a line, the figure closest to the attacker triggers any abilities and defends first, and so forth down the line away from the attacker.

If it is unclear in what order defenders are being targeted or attacked or if they are all being affected simultaneously, the attacker chooses the order of defense.

C6. After being attacked (Defender)

C7. Before defending (Defender)

Any ability on the defending figure's card that triggers "after being attacked" triggers during step C6. Any ability on any figure's card that triggers "before a figure defends" or "before defending" triggers during step C7.

C8. Defending (Rolling the defense)

The defender now rolls the number of defense dice indicated by the Defense Number on the defender's figure card, adding in any relevant defense modifiers (**Height Advantage** and **Abilities** page 14).

For every hit in the attack, the defender must roll at least one shield to block it. Each shield rolled produces one block. Some abilities add extra blocks to a defense roll. The result of the roll is a final tally of hits, blocks, and feints after any modifications are applied.

C9. After defending (Defender)

Any ability on the defender's card that triggers "after defending" or any ability that triggers "after a figure defends" triggers during step C9.

C10. Wound placement

If the attacker fails to produce more hits than the defender has blocks, the attack is unsuccessful, and no wounds are placed.

If the attacker has more hits than the defender has blocks, the attack inflicts one wound on the defender for each unblocked hit. Place one Wound Marker on the defender's card for each wound received.

C11. After wounds are placed

Any abilities that trigger after Wound Markers are placed trigger now. Only then should a player compare a figure's Wound Markers to its life.

Life: When a figure has as many Wound Markers as the Life Number on its figure card, it is defeated. A figure with only one life is defeated by a single wound. If a common hero or squad figure receives a wound, do not place a Wound Marker on its card. Instead, that figure is defeated, and the rest of the figures from that card are unaffected by those wounds.

After Wound Markers are placed, if a figure is defeated, the player who controls the defeated figure removes it from the battlefield or any figure card that it is placed on. When all figures for a card have been defeated, the figure card is inactive.

An **inactive figure card** is still on a player's team, but none of its abilities can be triggered unless the text for those abilities specifies otherwise

5H. After combat

5I. After an attack action

5J. After an Attack Phase

Once any wounds have been placed and any resulting abilities have triggered, combat for that attack has been resolved. Any abilities that trigger "after combat" trigger now.

If an attack action allows for additional attacks, combat starts again, at step C1.

After a figure finishes its complete attack action, whether it was used for a normal attack or special attack, certain abilities may trigger for that figure during step 5I.

After a figure finishes using all attack actions for their attack phase, that attack phase ends. Certain abilities may trigger after an attack phase, in step 5J.

TURN PHASE 6: END OF ACTIVATION

After all figures associated with an activated card finish their attack phase and use any after attack phase abilities, that card's activation ends.

TURN PHASE 7: END OF TURN

After a player finishes all activations on their turn, it is the end of their turn. Play passes to the next player in initiative order, starting with their Turn Phase 1.

Players do not need to do anything specific during Turn Phases 5 and 6, but certain abilities may trigger during these phases.

After all turns for a round have been taken, action moves to the **Cleanup** phase, then the end of the round.

Players continue to play new rounds until the end of the game is triggered by a player achieving the victory conditions for the game.

HEIGHT ADVANTAGE

If one figure's base occupies a space on a level that is higher than the space that another figure's base occupies, the figure whose base is higher has height advantage. When rolling attack dice for a normal attack action or rolling defense dice, a figure with height advantage rolls one additional combat die. A figure cannot add dice to a special attack with height advantage.

ABILITIES

Most figure cards include text for abilities, which provide special rules for that individual unit. These abilities keep the game exciting, challenging, and unpredictable. Always be aware of the abilities your figures possess as they can make a big difference in your game.

Abilities are a wide range of special powers that may enhance your figures or disadvantage enemy figures. Abilities function in a way that "breaks" the overall rules of the game by allowing units to take actions and ignore rules they otherwise would not be able to. If an ability comes into conflict with overall game rules, the ability takes precedent.

Some abilities are in the form of a "special move" or a "special attack" (see **Special Attack** and **Special Move**). Abilities that choose other figures are not bound by engagement rules like normal attacks and special attacks are, and therefore can be very powerful and game-changing when used.

When choosing a figure to affect with an ability, it is important to note that a figure is not its own ally, is never within any number of spaces of itself, and never has clear sight on itself.

If an ability considers the number of spaces a figure moved, it refers to the number of spaces counted for that movement, including spaces counted for elevation changes.

Some abilities reference specific parts of a card, including but not limited to symbols, keywords, names, species, classes, and so on. Any part of a figure card may be relevant for ability references. For a full breakdown of a figure card see .

Most abilities trigger automatically when certain conditions are met, such as Super Strength ignoring a wound from falling damage, but many will involve specific player choices. These player choices should become clear by the text in the ability itself.

Abilities can hand out activations for other figures or activate them for specific phases or actions.

For instance, an ability could hand out a full move phase, transition phase, or attack phase. This includes any abilities that trigger before or after that move, transition, or attack phase. Depending on which figure is receiving that attack phase, it may include 1+ attack actions.

An ability can hand out a single move action or attack action. This does not trigger any before/after phase abilities, but it would include an ability that triggers before/after making a move action or an attack action. It also limits the recipient to a single move action or attack action, no matter how many actions the figure would receive during a full phase. Unless specified, the action can be normal or special. During an attack action granted this way, multiple attacks may take place, depending on who is executing that action.

An ability can also maneuver a figure for a static move or hand out a single attack. Figures are only ever granted a normal attack this way and may only attack once, no matter how many normal attacks the figure might get when taking a full attack action. Other before and/or after attacking normally abilities still function normally.

SIMULTANEOUS ABILITIES

If 2+ abilities on your figure cards would trigger at the same time, you may choose which order to use them in. For instance, if two separate abilities would equip an item on the same character at the same time during setup, but that character lacks any abilities allowing it to equip more than one item at a time, the player controlling that character may choose which item to equip first, at which point the second item cannot be equipped.

If 2+ abilities on the figure cards of different players would trigger at the same time, the player who is earliest in initiative order for the round goes first. If the abilities would trigger in the planning phase, use the previous round's order or, if it is the first round, use the placement order established during setup.

KEYWORDS AND SYMBOLS

Keywords are single word designations that can be referenced in abilities. The species, class, personality, faction tag, and publisher tag on a figure card are all considered keywords. Additional keywords, such as Power Armor or Telepath, may appear on the keyword bar and be referenced for synergies.

Symbols may also appear on the keyword bar. These differ from keywords in that they are visual depictions rather than words and each symbol is associated with an ability. For instance, if a figure has the Flying symbol on its card, this means that figure has the Flying ability.

The following is a list of symbols and their associated abilities:

Crossover – A symbol that establishes a character can be drafted with other characters of the same identity.

Flying - During a move action, this figure may ignore elevations when counting spaces, pass over terrain without entering or occupying it, pass over objects, and pass over figures without becoming engaged. Once a figure starts to fly during a move action, it must fly for the remainder of that move action. If a figure is engaged when it begins to fly, flying will move that figure out of engagement, triggering any swipes.

Magical Affinity - When attacking another figure with Magical Affinity, that defender may not ignore any wounds that would be inflicted.

Mental Shield - An opponent may never take control of this figure.

Stealth - This figure does not take swipes during a move action.

Super Strength - If this figure would receive 1+ wounds from exposure damage or falling damage, ignore one of those wounds.

Water Affinity - This figure does not have to stop its movement in water spaces.

In addition to these seven symbols, there are symbols for Damage Resistance and Damage Weakness for six damage types.

Relevant damage types include *Cold, Electric, Heat, Light, Sonic, and Toxic*. These damage types will be noted in the text of an ability that uses them or in the rules themselves for things like lava terrain (which is considered both exposure and heat damage).

Figures with resistance to a damage type are better at avoiding wounds from attacks and abilities of that type, and figures with weakness to a damage type receive additional wounds from attacks and abilities of that type.

• Resistance: If this figure receives 1+ [damage type] wounds, it ignores one of those wounds.

• Weakness: If this figure receives 1+ [damage type] wounds, it receives one additional [damage type] wound.

For instance, Black Canary's Canary Cry for Justice inflicts Sonic Damage. If an affected figure has the Sonic Resistance ability, it receives one fewer wound from a successful Canary Cry for Justice roll. If the affected figure has Sonic Weakness, it instead receives one additional wound from a successful Canary Cry for Justice roll.

DESTRUCTIBLE OBJECTS

Most objects on a map can be toggled between regular object and destructible object (DO) versions depending on the preference of the players. DOs are considered figures like heroes and squads and can be attacked, chosen for abilities, receive wounds, be defeated, etc. in the same way as other figures.

Some DOs have their own figure cards and abilities. However, most generic objects that are made destructible do not require individual figure cards, but instead use the Destructible Object Reference Card.

Map or scenario instructions typically specify which objects are placed on the battlefield, including size designations, such as:

• Small: Mailbox x2

• Medium: Wooden Crates x5, Manhole Cover x2

• Large: Evergreen Tree x4, Sports Car x1, etc.

The Destructible Object Reference Card will list Life and Defense Numbers for each of these sizes on its front side. All DOs covered by the reference card have 1 Life, and their Defense increases by size:

• Small 4 Defense

• Medium 5 Defense

• Large 6 Defense

• Huge 7 Defense

Also on the Destructible Object Reference Card, there are rules for throwing DOs. Any figure can throw small DOs, and figures with Super Strength can also throw medium and large DOs. DOs that are huge or that are occupied cannot be thrown with these rules.

THROWING DESTRUCTIBLE OBJECT RULES

An active figure may choose an adjacent, unoccupied DO to use Throw Special Attack. The range and Attack Numbers for Throw Special Attack are based on the size of the DO and the strength of the attacker.

If the attacker does not have Super Strength:

Small: Range 2. Attack 4.

If the attacker has Super Strength:

Small: Range 6. Attack 4.

Medium: Range 5. Attack 5.

Large: Range 4. Attack 6.

THROW SPECIAL ATTACK

Before attacking, place the chosen destructible object on an empty space adjacent to the defender. After combat, roll 1 damage die against the chosen destructible object for each skull rolled in the attack.

DRAFTABLE DESTRUCTIBLE OBJECTS

A DO with a point value and uniqueness (Common, Event, Uncommon, or Unique) may be included on a player's team in the same manner as any other unit but is not automatically considered under their control.

If a DO is not under any player's control, it is not considered an ally or enemy to any other figure.

Some DOs allow for other figures to occupy spaces on their exterior or in their interior. For instance, the Warehouse Ruin has exterior spaces a figure can stand on. Many draftable DOs have an **occupancy number**, which means that figures may enter and occupy the interior of that DO, up to that number.

Vehicle destructible objects (VDOs) are a type of destructible object that figures can enter, occupy, and operate. Most VDOs are draftable and can be on teams.

ENTERING DESTRUCTIBLE OBJECTS

Most DOs only have one space that can be occupied, represented by the card itself. Some have multiple spaces designated on the card or a separate map, and these can include specially-marked operator spaces. Many DOs, especially vehicle destructible objects (VDOs), have special operator spaces called driver spaces. A DO with an occupancy greater than 1 has any driver space represented by a steering wheel on its card. If a VDO has an occupancy number of 1, the card itself is considered the driver space.

During setup, after placing a DO that is on your team, if that DO can be legally occupied, instead of placing a figure from your team in your start zone, you may place that figure on that DO card as an occupant, assuming it can legally enter and occupy that DO.

Figures may also enter DOs with occupancy numbers during gameplay. A figure may enter a DO with an occupancy number by ending its movement on a space adjacent to that DO if:

• That figure's size and height is smaller than that of the DO. (The different sizes are ordered from smallest to largest: tiny, small, medium, large, and huge.)

• The current number of figures occupying the interior of that DO is less than its occupancy number.

• Some DOs may have specific entrance/exits marked on the figure itself and its figure card. In this case figures on the battlefield can only enter or exit the DO from spaces the entrance/exit is directly facing.

• If the figure would enter an operator space in that DO, the entering figure must be a Unique Hero of height 4 or taller.

When a figure enters a DO, the entering figure is removed from the battlefield, subjected to any swipes, and then is placed on an empty space on that DO's card.

OCCUPYING AND CONTROLLING DESTRUCTIBLE OBJECTS

While your figure is the only figure occupying the interior of a DO, that DO is under your control. If you take control of a DO that was on another player's team, it is added to your team for the duration of your control. If you subsequently lose control without another player taking it, that DO returns to the team of the player who drafted it.

If more than one player has figures occupying the interior of a DO, the player whose figure occupies the driver space controls that DO, or, if no figure occupies a driver space, the player with the most figures

THROW SPECIAL ATTACK card image

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occupying that DO controls it. If no figure occupies a driver space and no player controls a majority of occupants, the DO is not under anyone's control. DOs without occupancy numbers can never be under a player's control.

Figures occupying the interior of a DO are still considered to be on the battlefield, controlled by the player whose team they are on, and occupying the same space (or spaces) as that DO for the purpose of determining range for attacks and abilities, but not for any terrain effects for that space. For instance, if a DO enters a molten lava space, its occupants are not subject to damage from that molten lava space.

Figures occupying the interior of a DO are considered adjacent to any other figures occupying that same DO and to that DO itself but are never considered adjacent to or engaged with figures outside of the DO.

MOVING AND USING DESTRUCTIBLE OBJECTS

Any DO that has a figure occupying its exterior or that does not have a listed size can only be moved by its own Move Number or an ability on its figure card. If a DO with an occupied interior would move, any figures occupying its interior stay in that DO and are moved with it. If any figures occupying a DO's interior cannot be moved for any reason, that DO cannot be moved either.

Instead of a move action, a figure occupying a DO may move to any other unoccupied space in that DO's interior.

A DO cannot have Order Markers placed on its card, even if that DO is on a player's team or under their control, and it cannot be activated.

If a DO has a Move Number, instead of its driver's move phase, you may give that DO a move phase. DOs are never considered engaged to another figure and do not take any swipes.

If a DO has Range and Attack Numbers or special attacks on their card, then instead of the driver's attack phase, you may give that DO an attack phase.

An attacking DO determines clear sight, compares height advantage, etc. as any other figure would, but remember: a DO attacking is not the same as its operator attacking. For example, an operator with the Deadly Shot ability will not double the skulls in a DO's attack roll.

Often, occupying an operator space gives the figure in that space the opportunity to use special abilities on that DO card as well.

EXITING DESTRUCTIBLE OBJECTS

After moving a DO you control on your turn or instead of a move action with a figure occupying the interior of a destructible object, you may exit with any or all of your figures that occupy the interior of that DO. To exit with a figure you control, place it on an empty space adjacent to the DO (adjacent to its entrance/exit area if it has one). If an exiting figure was engaged with any other figures occupying the DO prior to exiting, it will take any swipes.

TARGETING AND ATTACKING DESTRUCTIBLE OBJECTS AND OCCUPANTS

If an ability that is not an attack involves choosing a space instead of a figure and a space a DO occupies is chosen, that DO and all figures occupying that DO may be affected. If an ability allows you to move or place a figure you do not control that is occupying the interior of a DO, you cannot move that figure onto a space outside that DO unless that ability specifies that it causes figures to exit DOs.

If a DO is not on any player's team, any player other than the attacking player can defend for that DO. All DOs, even those that are not on a team, receive extra defense dice from height advantage, obstruction, and other battlefield effects.

Many DOs that can be occupied also offer cover. Cover types include full cover and partial cover. If a DO does not mention cover, it has no cover. The type of cover determines which figures will have clear sight on figures inside the DO and if figures inside the DO can be attacked or attack figures outside the DO.

Full Cover

Figures occupying the interior of a full cover DO are never in clear sight of enemy figures outside that DO, never have clear sight on enemy figures outside that DO and cannot attack or be attacked by figures outside that DO. However, figures occupying the interior of a full cover DO and their allies have clear sight on each other if that DO and the ally do.

Partial Cover

Figures occupying the interior of a partial cover DO can attack and be attacked by figures outside that DO. Figures occupying the interior of a partial cover DO are in obstructed clear sight of any enemy figure outside of that DO that has clear sight on that DO. Figures occupying the interior of a partial cover DO have obstructed clear sight on any enemy figure in clear sight of that DO. Finally, figures occupying the interior of a partial cover DO and their allies have clear sight on each other if that DO and the ally do.

No Cover

Figures occupying the interior of a no cover DO have clear sight on any figure in clear sight of that DO and are in clear sight of any figure outside of that DO that has clear sight on that DO.

DEFEATING DESTRUCTIBLE OBJECTS

When a DO is defeated, you must still remove it from the battlefield, even if it is attached to a piece of terrain or another object.

If an occupied DO is defeated, each occupant immediately receives X wounds where X = any excess wounds the DO received beyond what was needed to defeat it.

After removing the defeated DO from the battlefield and applying any wounds on its occupants, players may, in initiative order, place all their figures that occupied the exterior of that DO on spaces previously occupied by the defeated DO. Then players may, in initiative order, place all their figures that occupied the interior of that DO on spaces previously occupied by the defeated DO.

Figures placed when the DO is defeated never take swipes but will receive any falling damage that may apply. If a figure that was occupying a defeated DO cannot be legally placed on the battlefield, it is defeated instead.
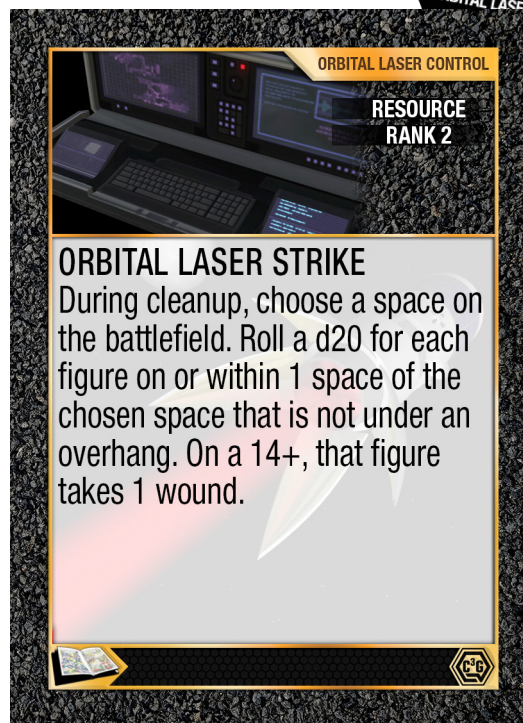
HAZARDS AND RESOURCES

Hazards and resources affect figures on the battlefield, with resources providing boons and hazards creating additional difficulties to navigate.

Hazard and Resource Tokens: Hazard tokens and resource tokens are physical markers that can be placed on empty spaces on the battlefield to represent the associated hazard or resource. When a figure enters a space with a hazard or resource, that figure must end its movement and, if the token is face down, they must flip it to face up.

Hazard and Resource Cards: Every token has a matching hazard or resource card. These cards have several features, including:

• A Name, describing the hazard or resource.

• A Subtitle, briefly describing whether it is a hazard or resource and what it does.

• Keywords, describing some base attributes.

• A Rank from 1 to 3. This describes how powerful and/or rare the hazard or resource is.

• Rules, written in italics, describing certain gameplay characteristics of the hazard or resource. While a hazard or resource's token is face up, its rules are in effect.

• Abilities. When a figure is standing on a hazard or resource, its abilities are in effect.

HEAVY RAIN

HIGH WINDS
Rank:1

HEAVY RAIN
HAZARD

HIGH WINDS
HAZARD
RANK 1

Figures cannot pass over this space or a space within 1 space of this hazard.

•Weather

ORBITAL LASER CONTROL

ORBITAL LASER CONTROL
RESOURCE
RANK 2

ORBITAL LASER STRIKE
During cleanup, choose a space on the battlefield. Roll a d20 for each figure on or within 1 space of the chosen space that is not under an overhang. On a 14+, that figure takes 1 wound.

ITEMS

An item usually grants a variety of extra powers to any unit that has it equipped. Equipped figures treat any abilities on their item cards as if they were abilities on that figure's character card. An item's abilities are only active if it is equipped. An item is considered to occupy the same spaces as a figure equipped with it.

Item Tokens: An item token is a physical marker of an item that can be placed on an empty space on the battlefield or on the character card of a Unique Hero figure. Only Unique Heroes can equip items and they can only equip one item at a time unless an ability specifies otherwise. If a Unique Hero ends their movement on a space with an item, they may equip that item, if possible, by placing it face up on their character card.

Item Cards: Every item token has a matching item card. Item cards have several features, including:

• A Name, describing the item.

• A Subtitle, briefly describing what the item does.

• Keywords, describing some base attributes of the item.

• A Drop Number, describing how many wounds are required for a figure to involuntarily Drop that item. Dropping is described below.

• A Rank, from 1 to 3. This describes how powerful and/or rare the item is.

• Rules, written in italics, describing certain gameplay characteristics of the item. While an item is face up, its rules are in effect.

• Abilities. When a figure is equipped with an item, that figure gains any Abilities listed on that item's card.

Dropping an Item

Dropping is when an equipped item leaves a figure's card and is placed on the battlefield. There are two kinds of drops: voluntary and involuntary.

Voluntary: Instead of a normal move action, a figure may drop its equipped item by placing its token on or within 1 space of the space that figure occupies, so long as no other tokens are on that space.

Involuntary: When a figure you control receives a number of wounds equal or greater to the Drop Number of an item that it is equipped with, it must drop that item. If a figure is equipped with multiple items, it will lose multiple items at once if each item's individual Drop Number is reached. When a figure you control is defeated, before removing it, it must drop any items it is equipped with. Choose an opponent, who must place each dropped item on any empty space on or within 1 space of the figure who was equipped with it. If an item cannot be placed this way, it is removed from the game instead.

Swap: Swapping is when an item from a figure's card is swapped with an item on the battlefield. Instead of a normal move action, a figure may swap its equipped item by placing it on the space that figure occupies and placing an item from that space on that figure's card.

EXPERIMENTAL MEDICINE
Rank:2 Drop:1

EXPERIMENTAL MEDICINE

ITEM
RANK 2
DROP 1

RISKY REMEDY
Before activating this figure, you may remove this item from the game to choose either this figure or an adjacent ally and roll a d20. On a 7 or lower, inflict 4 wounds on this figure. On an 8+, heal this figure 4 wounds. Inorganic figures are not affected by Risky Remedy.

•Invention
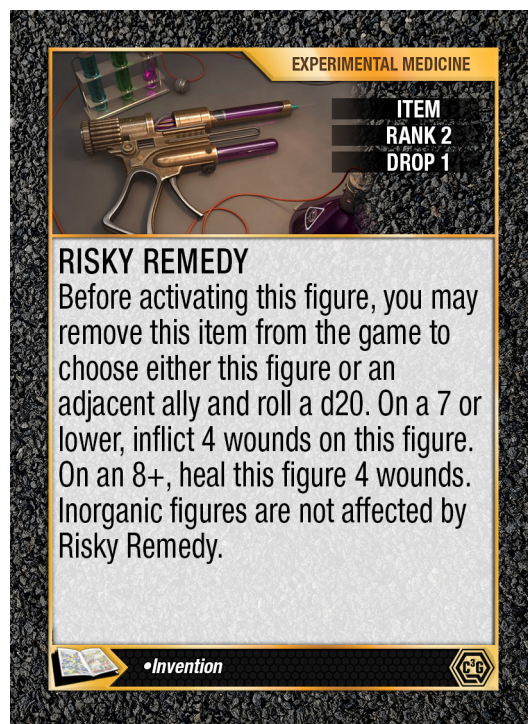
TERRAIN TYPES

Terrain includes many different types, many of which are referenced by abilities, and some even have special rules that pertain to them. Most terrain types are either land spaces or non-land spaces.

A land tile is typically one level tall and can be stacked (with exceptions on both counts for interior and shadow spaces). When a land tile is stacked on top of another tile, it adds one level to the elevation. Heroscape land tiles come in a variety of hex sizes for convenient map building, including one hex, two hex, three hex, seven hex, and twenty-four hex shapes of various terrain types.

Land spaces include asphalt, concrete, grass, interior, lava field, road, rock, sand, shadow, snow, stone, and swamp.

Non-land spaces are usually thinner tiles, also called zero-elevation tiles, because they do not add to the elevation of any space they are on. Zero-elevation tiles cannot be stacked on each other but can be stacked on top of most land tiles. Non-land spaces include cosmos, ice, molten lava, sky, swamp water, and water.

Terrain can also be classified into thematic groupings and these groupings often interact with abilities. These thematic terrain groupings include aquatic, earth, frozen, interior, lava, nature, outer space, swamp, and urban. Some terrain, such as Astral Plane spaces, ladder spaces, and sky spaces are not included in any of these categories.

AQUATIC TERRAIN

Aquatic terrain represents water and underwater areas and includes swamp water spaces and water spaces, both of which are non-land spaces and zero-elevation.

Figures ignore one falling damage when falling onto swamp water or water spaces. Any single-based figure without Water Affinity 🌀 must stop its movement when entering a water space. Double-based and multi-based figures do not have to stop when they move over a single water space that is between two land spaces, and only have to stop when they move onto enough adjacent water spaces to fit their entire base.

Swamp water is also considered both nature and swamp terrain.

EARTH TERRAIN

Earth terrain represents barren earth, great mountainous ranges, deserts, and caves and includes lava field, rock, sand, and stone.

Rock, sand, and stone spaces are all land spaces and have no built-in rules. (Note that stone spaces use dungeon tiles from Heroscape terrain.)

Lava field spaces, also classified as lava terrain, are the most dangerous of the earth terrain. During end of round, any figure without Heat Resistance 🔥 that occupies a lava field space must roll for one damage die for exposure and heat damage.

FROZEN TERRAIN

Frozen terrain represents wintery cold landscapes and includes ice and snow. Ice is a zero-elevation, non-land tile and snow is a land tile, and neither has any additional rules built in.

However, specific abilities, maps, or scenarios may specify that ice is slippery ice or that snow is heavy snow. When a figure without Cold Resistance 🔥 moves onto a slippery ice or heavy snow space, it must count that space as two movement spaces.

INTERIOR TERRAIN

Interior terrain represents building interiors and includes doorway spaces, elevator shaft spaces, floor spaces, stairway spaces, window spaces, and any other spaces inside a building.

Any figure that can pass through an object may pass through any piece of interior terrain as if it were an object.

Interior terrain is usually brought into play with buildings. Buildings are a specific, free standing type of object that can be placed on a battlefield or sometimes can act as their own battlefields and typically include interior spaces figures can occupy. Buildings may be enclosed or interior access.

Enclosed buildings cannot be occupied and are mainly intended to alter movement and block clear sight. Unlike most objects, however, figures may pass through enclosed buildings using transit spaces.

Transit spaces are denoted by printed transit numbers and are considered interior terrain. These numbers mark the amount of movement required to move from one transit space to any other transit space of the same number in the same building. Transit numbers are typically printed on the bases of enclosed buildings, such as those on the base of the Bungalow.
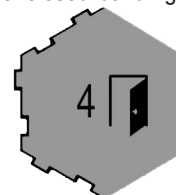
Figures may only move from one transit space to another if both transit spaces are attached to the same building and share the same transit number. Different types of transit spaces may have additional rules governing movement between them, such as height limits for enclosed buildings, and directional limits for stairwells.

Each enclosed building will specify the maximum height for figures moving between its transit spaces. For instance, the maximum height for the Bungalow is 7, meaning any figure with a height of 8 or higher may not move between transit spaces on the base of the Bungalow.

When a player moves their figure's base onto an unoccupied transit space, they may immediately place that figure onto any corresponding unoccupied transit space at a movement cost equal to the transit number. If a figure is occupying a transit space, instead of a move action, that figure may be placed on any corresponding transit space. Figures moving between transit spaces will take any swipes.

Certain resources can also act as transit spaces. For more on this see Hazards and Resources,

Interior access buildings are a type of building that can be entered and occupied and offer both exterior and interior play options. Many enclosed buildings have interior access versions and, much like enclosed buildings, interior access buildings have specific height limits governing which figures may enter and occupy them. Most interior access buildings permit figures with a height of 7 or less to enter and occupy them, so long as those figures can fit normally on the spaces inside those buildings.

Players can interact with the interior of buildings in one of two ways. The buildings may have removable roofs, as the interior access version of the Bungalow, or they may have open sides, such as the Skyscraper. While these roofs or sides are open to players so they can access their figures for movement and activation, they are considered "solid" roofs or walls for the purpose of gameplay. As such, figures occupying the interior of a building by default do not have clear sight on figures outside the building and vice versa. In addition, a figure on the interior of a building and a figure on the exterior of a building are never considered adjacent to each other or engaged with each other unless otherwise specified.

Some interior access buildings also feature interior maps. See Battlefield Extensions ().
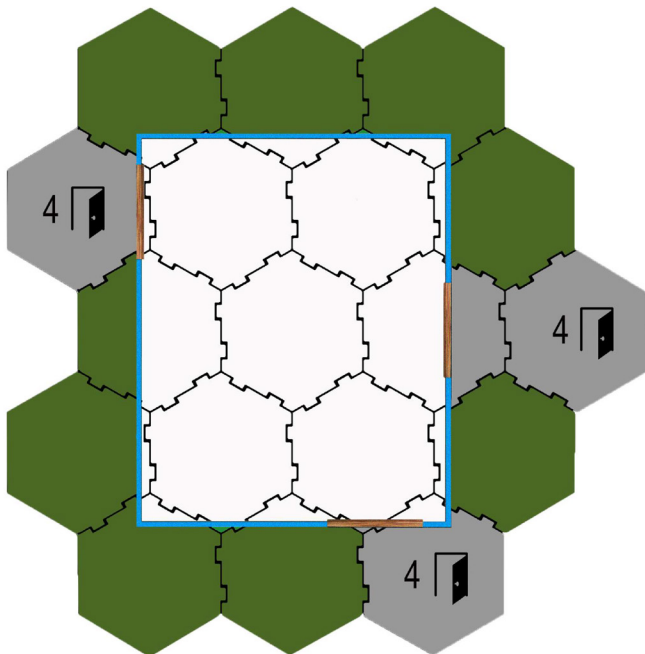
Doorways

Figures of the correct height can move freely in and out of most interior access buildings. Buildings with interior access will have entrance spaces built into their designs or spaces available for printable door hexes that can be arranged according to a specific map build. Door hexes are zero-elevation interior terrain pieces that create doorway spaces. A doorway space is a space that a figure can move through, typically to enter or exit a building. Figures cannot trace clear sight through a doorway space.

Each level of an interior access building that can be occupied is called a floor and any space on a floor that can be occupied is a floor space. Floor spaces are land spaces without any built-in rules. Many buildings, such as the Skyscraper, have multiple floors which can be moved between in a variety of manners, including through elevators and stairways and from one broken window to another.

Elevators

Players may want to use elevators in some buildings with multiple playable floors, and many Skyscraper maps will include them. During setup, players may place elevator shaft spaces at the same place on corresponding floors of the building to create an elevator shaft.

Each elevator shaft should start with an empty Elevator Car Vehicle Destructible Object occupying the elevator shaft spaces on its lowest level. Players should reference the abilities of an Elevator Car to enter, exit, or move it between floors of the elevator shaft.

Figures other than Elevator Car VDOs that enter elevator shaft spaces without flying must immediately be placed either in the closest Elevator Car VDO that is any number of levels below that figure or, if no such Elevator Car VDO exists, must be placed on the lowest level elevator shaft spaces of that elevator shaft. After placing a figure this way, each adjacent figure rolls for 1 exposure damage and then the placed figure receives any falling damage. If the figure that fell cannot be placed, it is defeated instead.

If a figure with the Flying ability enters an elevator shaft space, they may move to any corresponding elevator shaft space at a cost of one movement per level. However, they may not move through a level containing an Elevator Car VDO.

If a figure is occupying an elevator shaft space outside an Elevator Car VDO when an Elevator Car VDO would move through that space, the figure outside of the Elevator Car rolls for 2 exposure damage and must immediately be placed on a same level floor space within one space of the shaft space they are occupying. If a figure cannot be placed this way, it is defeated instead.

Figures cannot trace clear sight through Elevator Shaft spaces of different levels.

Stairways

Buildings may also use stairways to allow figures to move from floor to floor. Stairways are a specific type of zero-elevation transit space that may be placed on top of any floor space. Only single-based figures can enter or occupy stairway spaces. Similar to elevator shaft placement, stairway spaces must be placed in corresponding pairs, with every Stairs Down space given a matching Stairs Up space on the next highest floor of the same building.

A figure can move from a Stairs Down space to a corresponding Stairs Up space one floor higher at a movement cost equal to the transit number, and vice versa.

Figures on corresponding Up and Down stairway spaces within one floor of each other are not considered engaged but are considered in unobstructed clear sight unless an ability specifies otherwise.

Most maps for a building will specify the placement of stairway spaces.
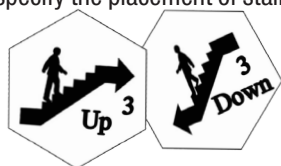
Windows

Many interior access buildings contain window spaces, as specified in the design for that building. For instance, map builds may consider any half hexes on the open sides of the Skyscraper to be window spaces.

Windows allow for interaction between figures inside that building and those outside. Figures normally cannot move or trace clear sight through window spaces. However, this changes if the windows spaces become broken.

As an attack action, a figure may choose a window space in clear sight and range of the attack and, instead of rolling attack dice, place a wound marker on that space. To determine clear sight on the window space, consider whether or not the attacker would have clear sight on a figure that filled the entire window space up to the occupancy height of the building. If the attacker would have clear sight on such a figure, they have clear sight on the window space.

A window space with a wound marker on it is considered broken. Figures may trace clear sight and move through a broken window space normally, including using any movement that ignores elevation to move from the inside of one broken window to the inside of another.

LAVA TERRAIN

Lava terrain represents areas such as active volcanoes and the center of the Earth and includes lava field and molten lava. Molten lava is a zero-elevation, non-land tile and lava field is a land tile that is also categorized as earth terrain. Both types of lava terrain may cause exposure and heat damage.

During end of round, any figure without Heat Resistance 🔥 that occupies a lava field space must roll for 1 damage die for exposure and heat damage.

Figures must stop their movement when entering molten lava and ignore one falling damage when falling onto molten lava. When entering a molten lava space, any figures without Heat Resistance 🔥 must roll for 4 damage dice for exposure and heat damage.

NATURE TERRAIN

Nature terrain represents the verdant, growing world of plant life and includes grass, swamp, and swamp water.

Grass and swamp spaces are land spaces with no built-in rules. Swamp water spaces are zero-elevation and non-land. Swamp and swamp water spaces are both categorized as swamp terrain and swamp water spaces are categorized as aquatic terrain. Figures ignore one falling damage when falling onto swamp water.

OUTER SPACE TERRAIN

Outer space terrain represents vast stretches of void between the planets and includes cosmos spaces.

Cosmos spaces are non-land spaces that do not stack over other spaces and have special rules associated with them that may affect a non-flying figure's normal move actions as well as cause wounded figures exposure damage.

Figures cannot use special move actions to move through or pass over cosmos spaces. When a non-flying figure enters a cosmos space, they can only move in a straight line and must continue moving in this manner until one of the following is true:

· They have moved up to their Move Number for that move action

· They are within one space of a different terrain type

· They cannot legally occupy the next space they would enter

If the figure's movement is stopped due to the second or third criterion and that figure has spaces left in its move action, it may continue moving in any direction.

EXAMPLE 1: Use all movement in one direction.
Punisher has nothing but open space in front of him. If he moves onto a Cosmos space, he has to keep moving his full move of 5 in a straight line before stopping.
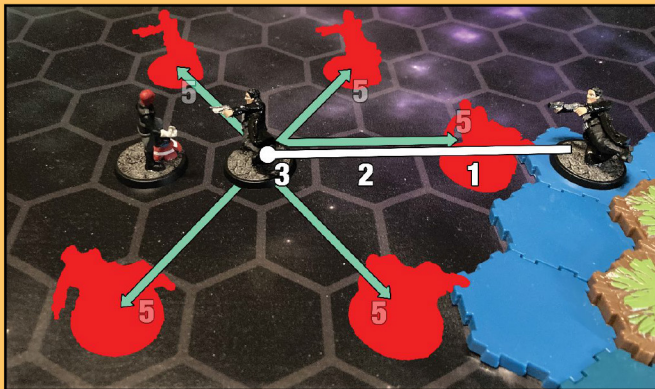
Terrain Types

Punisher only used 3 of his 5 movement to move next to Red Skull, so he can still move 2 spaces in a straight line in any of these directions.

During end of round, any figure with at least one wound that occupies at least one cosmos space and is not inorganic rolls for 2 damage dice for exposure damage.

SKY TERRAIN

Sky terrain represents the stretches between the ground and the atmosphere and includes sky spaces. Sky spaces are non-land spaces that do not stack over other spaces and have special rules associated with them that affect flying and non-flying figures differently.

Figures occupying sky spaces are always considered to have height advantage on non-flying figures that do not occupy sky spaces. In addition, figures occupying sky spaces are never considered adjacent to figures that do not occupy sky spaces unless both figures have the Flying ability. Furthermore, figures occupying sky spaces cannot be attacked by non-adjacent figures unless the attack has a range of 5 or higher.

When a non-flying figure enters a sky space, it initiates freefall. A freefall immediately ends a figure's move action and move phase. The next time any figure is activated, a figure that has entered freefall must be immediately placed on the nearest empty space that is not sky or outer space terrain and then it rolls for 4 falling damage.

Any figure in freefall that cannot be placed on a space that is neither sky nor outer space terrain is defeated instead.

SWAMP TERRAIN

Swamp terrain represents dense, marshy areas and includes swamp and swamp water. Swamp is a land tile that is also categorized as nature terrain, and swamp water is a zero-elevation, non-land tile that is also categorized as aquatic terrain and nature terrain. Figures ignore one falling damage when falling onto swamp Water. Swamp has no additional rules built in.

URBAN TERRAIN

Urban terrain represents the city streets and includes asphalt spaces, concrete spaces, and road spaces.

Asphalt, concrete, and road are all land tiles, and asphalt and concrete have no built-in rules. Any figure that starts on a road space and uses its entire Normal Move Action on a road space may add 3 to its Move Number for that Move Action.

SHADOWS

Shadow spaces are zero-elevation tiles but are classified as land spaces.

While a figure that is large or smaller occupies at least one shadow space, it adds one to its Defense Number.

LADDERS

Ladder pieces are added to other terrain to allow for quicker figure movement over elevations. Each ladder piece has a height of 2, with a ladder rung 1 level above its base.

A stack of 1+ ladder pieces becomes a single ladder. The bottom piece of a ladder must rest on a land space, referred to as the landing space. The top piece of a ladder must be attached to a hex-shaped tile.

Only single-base figures that are large or smaller may occupy ladder rungs. Any figure occupying a ladder rung is on a ladder space. Except as noted, treat an occupied ladder space like any other space of the same level.

If a ladder has multiple rungs, a figure may move up or down from one to another by counting each rung as 1 space of movement. Figures typically may not move through ladders, and figures separated by a ladder are not adjacent. Each time a figure moves onto or off a ladder it may ignore 1 level of elevation. A figure moving from one ladder to another still only ignores 1 level.

If two figures are 0 spaces away from each other, due to one or more of them being on a ladder, they are considered adjacent so long as the base of the higher figure is no more than 2 levels higher than the height of the lower figure. When determining sight between these figures, a figure on a ladder's entire base edge may be used as an alternate hit zone.

Figures are not required to use ladders. For example, a figure directly above a ladder may choose to count only 1 space of movement to move onto the landing space, taking any falling damage that may apply. A figure cannot fall onto a ladder space but can fly onto one.

TURBO LIFTS

Many maps specify that ladders should include turbo lifts, which are flat round disks that are placed on any rung in a ladder. If a ladder has a turbo lift on it, the rungs of that ladder cannot be occupied, but a figure can move through that ladder using a transit number of 4.

ADDING TERRAIN

Some abilities call for terrain to be added to the battlefield. When new terrain is added to an already existing battlefield, it must be placed so that it fits legally and does not destabilize or displace any other terrain

REMOVING TERRAIN

Though terrain cannot be defeated like a figure, some rules or abilities allow for terrain to be removed. Terrain removal is the act of lifting and separating a terrain piece from the battlefield and follows two basic steps.

1. Choose the Terrain Piece

Choose any terrain piece that meets the specifications of the ability or rule being used. A chosen piece must be something you can physically separate from any terrain attached to it, with the exceptions that ladder pieces formed into a ladder, elevator shaft spaces grouped into single elevator shafts, and connected transit spaces including stairwells, may each be chosen as if they were a single terrain piece, and door and window spaces are considered a part of any building they are attached to and may not be chosen separately from that building.

In addition, all spaces in a chosen piece must be empty. removing a chosen piece must not destabilize the remaining battlefield by causing any part of that battlefield to collapse or to be placed illegally and the removal must not create an overhang that didn't previously exist. The exception to these rules is if the ability or rule allows players to remove more than one terrain piece, they may choose more than one piece at a time, up to the total number of pieces they are allowed to remove. Chosen pieces, if there are more than one, may remain attached to each other during removal.

Before choosing a piece, players may test to see if it can be removed without removing, moving, or destabilizing other pieces. If a player begins lifting or pulling at a piece and realizes that removing this piece would affect another piece, that player may replace the piece without penalty. A piece is not considered chosen for removal until it has fully been removed from the battlefield without causing another piece to be unintentionally moved or removed.

2. Remove the Chosen Piece from the Battlefield

Once one or more terrain pieces are chosen, they can then be removed. If a player removes a piece and finds that, despite best efforts, it destabilizes the battlefield or displaces other pieces that weren't chosen, that player must return all pieces required to restabilize the map. The player may return to the first step and choose other pieces instead.

A player may continue this process until they have chosen and removed the number of terrain pieces specified in the ability or scenario they are following.

SEPARATE BATTLEFIELDS

Removing terrain may result in a battlefield being split into separate pieces. At this point, each battlefield is considered a separate battlefield for the purpose of any abilities and victory conditions. Separate battlefields, such as the Astral Plane or Upside Down, may also be placed beside the main battlefield during the setup phase.

Any ability referencing the battlefield, other figures, or spaces on a battlefield only pertains to the battlefield occupied by the figure using the ability. If a player is using an ability for a figure that does not occupy a battlefield, that player may choose a battlefield to affect. Similarly, if a figure has an ability that allows it to be removed from the battlefield and then returned later, that figure can be returned to any battlefield.

If, at the end of any round, a battlefield has no figures occupying it, that battlefield is removed from the game.

When determining victory at the end of the game, if multiple battlefields are still in play, victory should be determined on each battlefield and the player who is victorious on the most battlefields wins.

THE ASTRAL PLANE AND THE UPSIDE DOWN

The Astral Plane and the Upside Down are also examples of separate battlefields. If a card in the game references either of these battlefields then, during setup, place it beside any other battlefield in the play area, unconnected.

Upside Down spaces are land spaces. Astral Plane spaces are not considered land or non-land spaces. Neither is considered part of any other type of terrain category.

Only Manifestations may occupy the Astral Plane. Figures on the Astral Plane may not have Order Markers placed or revealed on their figure cards.

At the end of each turn, any figure you control that is occupying the Astral Plane and does not have a figure on another battlefield acting as its Tether is removed from the game.

During end of round, each figure that occupies the Upside Down without the Magical Affinity 🔮 ability rolls for 1 damage die for exposure damage.

If any figure in the Upside Down ends its movement on an exit space, the player that controls that figure must place it on any empty space on any other battlefield.

Any player that controls a figure card with the Upside Down ability at the start of the game cannot receive a victory point for the Upside Down battlefield.

BATTLEFIELD EXTENSIONS

Just as some cards can bring separate battlefields into play, some cards can bring Battlefield Extensions into play. Unlike separate battlefields, battlefield extensions are considered a part of any battlefield they are connected to.

Battlefield Extensions come in two varieties: Interior Maps and Connective Maps

INTERIOR MAPS

Some objects, such as buildings and vehicle destructible objects, come with extensive interior maps that, while not physically attached to those objects, are considered extensions of those objects and thus part of any battlefield those objects occupy. The TARDIS is an example of a VDO that functions in this way.

When a figure would enter an object that has an interior map, place that figure on any designated entrance space on that map or, if none are designated, on any unoccupied space on that map. Any figure on that map is considered to occupy that object.

An interior map may include relevant operator spaces that designate things such as the driver of a vehicle or other specific functions and may include other special rules for various spaces. For instance, on the TARDIS map, the center space is considered the TARDIS Console and may not be occupied.

Unless otherwise specified, interior maps are considered floor spaces, which are both land spaces and interior terrain.

CONNECTIVE MAPS

Some cards also bring connective maps into play. Connective maps are occupiable battlefields that are connected to another battlefield based on the instructions in the card that brings them into play, typically during setup. For instance, Danny the Street and Defending Castle Grayskull Story Cards both bring connective maps into play.

Connective maps should be added on to the primary battlefield with at least one hex of each map attached to the other. This connection should create at least one unobstructed path between the maps in order to allow figures to move and count range normally from one map to another.

Many connective maps will designate one or more hexes as connection points that should be aligned with the main battlefield when the connective map is placed
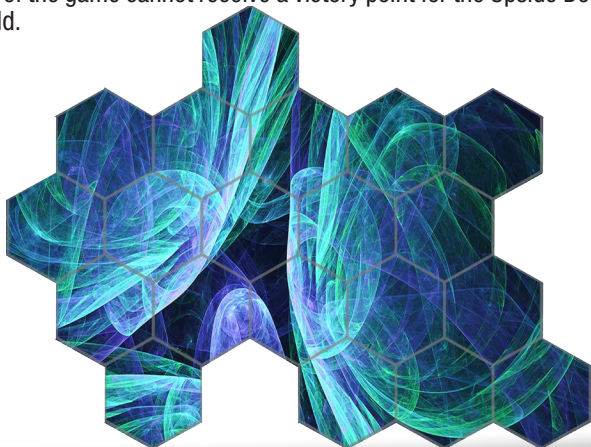
CARDS WITHOUT FIGURES

One Shots and Story Cards are cards that have point values and can be included on a player's team, can never have Order Markers placed or revealed on them, and do not have any associated figures.

During setup, place all figureless cards on your team face up next to your figure cards. You may not conceal these cards from other players.

Since these cards do not have figures, they handle uniqueness a bit differently than Character cards and Destructible Objects.

Common: Each team can have any number of Common One Shots or Story Cards with the same name. Unlike with figure cards, they do not share the same card and should be treated as distinct from each other.

Uncommon: Each team may have any number of Uncommon One Shots or Story Cards with the same name. Multiple copies do not share the same card. Uncommon One Shots and Story Cards are considered Unique in every other way.

Unique: Each team is allowed to have only one of each Unique One Shot or Unique Story Card with a particular name.

Event: Each team is allowed to have only one of each Event One Shot or Event Story Card with a particular name. In addition, no opponent can use an ability to remove an Event One Shot or Story Card from the game or add another player's Event One Shot or Story Card to their team.

ONE SHOTS

Each One Shot lists certain requirements that must be met to use them. For instance, spells are a type of One Shot that can only be used by figures with Magical Affinity. This is indicated by the Magical Affinity symbol's placement under the Requirements section of any spell card. Other cards may work off of keywords, such as arrow cards for Archers.

Each One Shot contains ability text describing its timing and effect. When a figure uses a One Shot, that figure treats the ability on that card as if it were an ability on that figure's card.

A figure can only use a single One Shot of the same type during an activation (such as one spell, one arrow, etc.). In addition, each round a player can only use a single One Shot of the same type that triggers outside of figure activations (such as during initiative).

When using a One Shot, you must declare which One Shot you are using and which of your figures is using it. Immediately after resolving the effects of a One Shot, it is removed from the game.

One Shots are not attached to figure cards and therefore are not "lost" when you lose control of any figure. You may continue to use One Shots as long as you have at least one figure on your team that meets the requirements to use them.

STORY CARDS

Like One Shots, Story Cards have an associated point cost and can be included on teams but are not considered figure cards. Story Cards are double-sided, never have Order Markers placed or revealed on them, do not have figures, and are not activated.

Story Prologue

Some story cards have a story prologue listed on the front side of their card. For the most part, this section will dictate rules and restrictions relating to team building and drafting. All requirements listed in a story card's prologue must be met before the official start of the game, or the story card is not considered a part of your team, story setup should not be performed, and none of the effects in the story prologue or abilities on the story card are considered in effect for this game.

Story Setup

Some story cards may ask you to perform story setup, listed on the front side of their card. These steps are performed during the start of the game portion of the setup game phase. Any effects applied by the story setup remain in effect for the game.

Story Abilities

After making sure you meet any requirements listed in the story prologue and performing any story setup, flip the story card to its back side. At this point, these story abilities are considered in effect for as long as the story card is on your team.

ALIEN DRONE

STEALTH CLIMBING 4
While Alien Drone is under an overhang or adjacent to an object or terrain higher than its height, it is not in clear sight of enemies. Alien Drone avoids falling damage and may climb up to 4 levels per move action without counting spaces for those levels.

UNCOMMON HERO
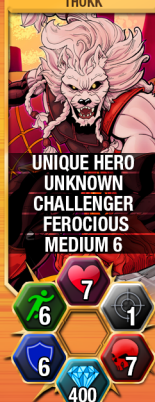XENOMORPH
TORMENTOR
MENACING
MEDIUM 5

6 / 2 / 1 / 5 / 5
120

GOUF
MS-07B
ZEON

HEAT ROD
Instead of a move action with the Gouf, you may choose an enemy within 4 clear spaces who is not Tiny and whose base is no more than 10 levels from the Gouf's base. Place the chosen figure adjacent to the Gouf.

ENTANGLING SHOCK
Instead of an attack action with the Gouf, you may choose an adjacent figure and roll 1 Electric damage die against the chosen

UNCOMMON VEHI
FULL COVER
OCCUPANCY
HUGE 14

4 / 4 /
5 /
140

BATTLE BEAST
THOKK

WORTHY FOE
At the start of the round, if Battle Beast does not have a Foe on the battlefield, the Unique or Event Hero enemy on the battlefield with the highest Attack number becomes his Foe. Battle Beast cannot use a move action to leave engagement with his Foe and when attacking his Foe, he may reroll any
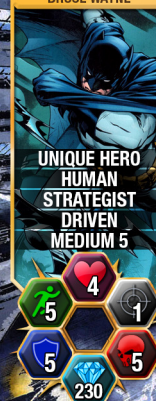
UNIQUE HERO
UNKNOWN
CHALLENGER
FEROCIOUS
MEDIUM 6

6 / 7 / 1 / 6 / 7
400

HULK
BRUCE BANNER
HULK FAMILY

SUPER LEAP SPECIAL MOVE
Move 10. Height 50.
Hulk gains Flying and has -3 Attack for the rest of this activation.

RAGE SMASH 5
When attacking with an adjacent normal attack, Hulk has +1 Attack for each wound he has, to a max of +5.

UNIQUE HERO
MUTATE
CHALLENGER
ANGRY
LARGE 6

5 / 8 / 1 / 6 / 6
380

BATMAN
BRUCE WAYNE
JUSTICE LEAGUE

PRESERVING JUSTICE
Allied Vigilantes are added to the Justice League faction. During setup, place 1 Justice Marker on this card for each Justice League unit on your team, up to 3. After any player rolls a d20, you may remove a Justice Marker from this card to add or subtract 3 from the roll.

LEAGUE CONTINGENCY PLAN
When Batman is defeated or another card on your team has its last figure defeated, you may move any unrevealed Order Markers and Justice Markers from that card to any other cards on your team.

BAT-A-RANG ARSENAL SPECIAL ATTACK
Range 5. Attack 3.
Batman may attack up to 3 times with this attack action if he does not attack the same figure more than once. Before Batman attacks a figure adjacent to him or his ally, you may roll a d20. On a 16+, the defender receives 1 wound in a damage type of your choice.

UNIQUE HERO
HUMAN
STRATEGIST
DRIVEN
MEDIUM 5

5 / 4 / 1 / 5 / 5
230
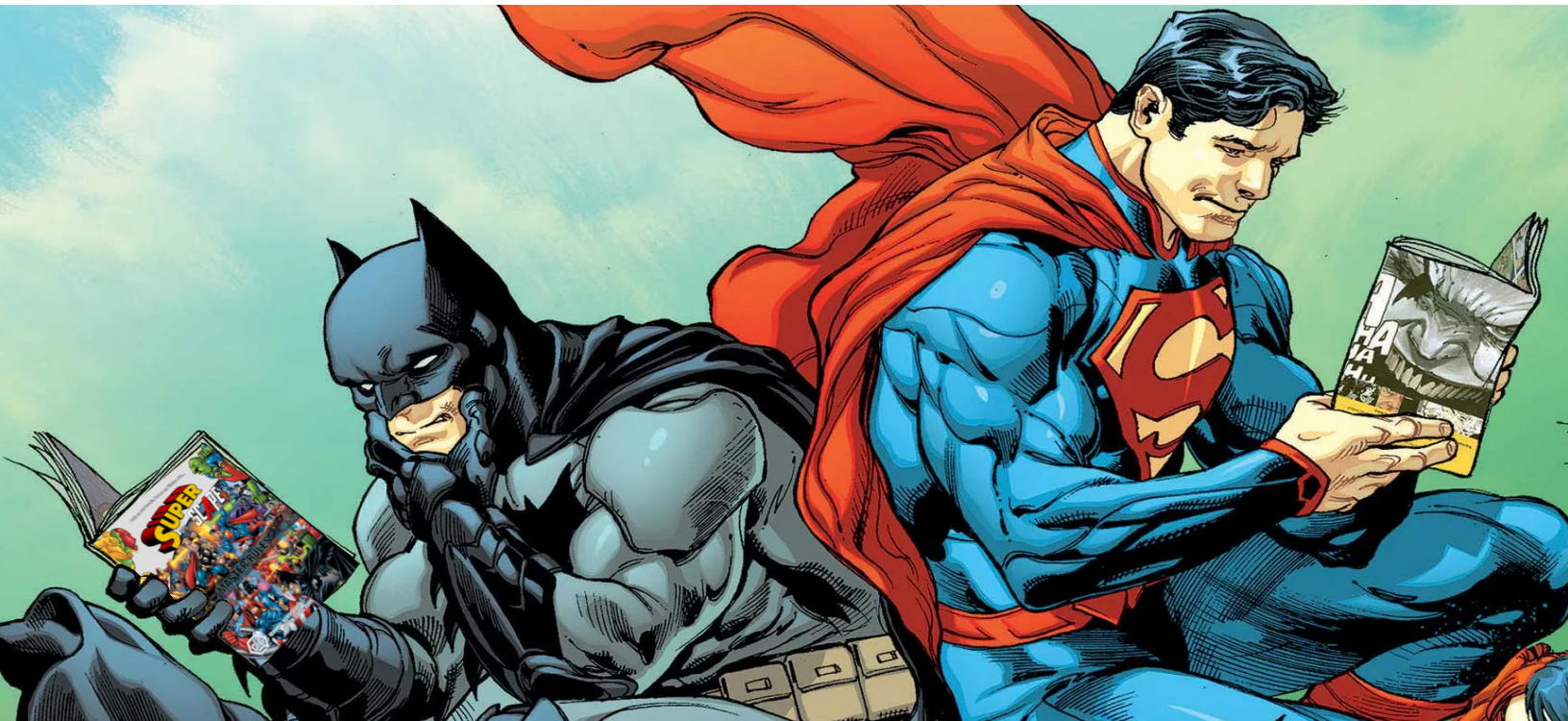
GLOSSARY

A

Ability: Abilities are a wide range of special powers that may enhance the figures on your team or affect the figures of your opponents. Some abilities are in the forms of a "Special Move" or a "Special Attack," both of which are covered under separate areas of the rulebook.

Ability Marker: A type of marker that is established by an ability and is separate from Wound and Order Markers.

Activation: The use of a figure card. When you activate a card you control on your turn, you may use the associated figure or figures. This typically involves moving, attacking, and using abilities on that card.

Activated: A card is activated when you are taking a turn with a figure. The default way to activate a card is by revealing a numbered Order Marker on it during your turn. However, many abilities can activate figure cards without revealing Order Markers on those cards. You can only activate figures on your team.

Active/Active Team: A figure card, figure, or other card (such as a spell or story card) that is active or that is on your active team is one that is still in the game and has not been defeated or otherwise removed. Cards can be active even if they cannot be activated.

Adjacent: Figures are adjacent when they occupy spaces that are next to each other unless those spaces are divided by an object or terrain or one figure's base is on a level equal to or higher than the height of the other figure. Allied figures that are next to each other are usually considered adjacent. Enemy figures that are next to each other are usually considered both adjacent and engaged. Figures cannot be engaged unless they are adjacent. Objects and terrain, including ladders, partial hexes, and other factors can affect adjacency.

Aim: A figure using an attack or ability that requires clear sight and has a range of more than 1 must aim at its target unless the two figures are adjacent (See: **Clear Sight, Target**).

Ally/Allied Figure: Ally/Allied Figure: All figures on your team are considered to be allies with each other. A figure is not its own ally (See: **Enemy Figures**).

Ancient Ruin: The Ancient Ruin is an object representing a crumbling stone wall from ages past. It is considered a type of ruin.

Aquatic Object: A type of object populating underwater spaces. Any destructible object with the Aquatic keyword is considered an Aquatic object.

Aquatic Terrain: Aquatic Terrain: A type of terrain that includes swamp water spaces and water spaces.

Asphalt: Asphalt is a type of terrain that can be used to build maps. Asphalt spaces are classified as land spaces, as well as urban terrain.

Attack: An attack is determining one or more affected figures and then rolling combat dice during an attack action in an attempt to wound those figures.

Attack Action: During the attack phase, you may perform one attack action with each activated figure. Attack actions consist of either a normal attack or special attack. In addition, some abilities trigger "instead of using an attack action."

• **Normal Attack Action**: An attack action that follows the rules of attacking and uses a figure's Range Number for aiming and its Attack Number as the basis for the number of dice rolled in the attack. During a normal attack action, a figure makes a normal attack (See: **Normal Attack**).

• **Special Attack Action**: An ability that a figure can use instead of a normal attack action and that has a Range Number and Attack Number specified by that ability that cannot be modified, as well as additional effects or restrictions. During a special attack action, a figure makes a special attack.

Attacker: A figure making an attack.

Attack Number: The printed number on a figure's card that is the basis for how many dice it rolls for a normal attack action (before any bonuses or penalties are applied). Special attacks also designate Attack Numbers in their ability text.

Attack Phase: The part of a figure's activation, after the move phase, during which attack actions can be performed. It can also be given up to trigger "instead of an attack phase" abilities.

B

Battlefield: A battlefield is assembled from terrain before the start of the game and is where the action of a game takes place. Battlefields typically have start zones, and a common victory condition is having the last figure left on a battlefield. Some games may have multiple battlefields.

Battlefield Extension: Terrain that is added on to the primary battlefield and considered part of it. These include Connective Maps and Interior Maps.

Block: When defending an attack, a block stops a hit from causing a wound. Typically, one shield equals one block, but abilities may modify this or add blocks to the defense (See: **Feint, Hit**).

Bridge Wall: A Bridge Wall is an object. The inside of a Bridge Wall is 2 levels tall and the outside is 3 levels tall, and figures must count this elevation when moving over the wall (See: **Object**).

Buildings: A specific type of object that can be placed on a battlefield or sometimes can act as a battlefield of its own.

Buildings come in two varieties:

• Enclosed: Figures may pass through enclosed buildings via transit spaces but may not occupy them.

• Interior Access: This building type can be entered and occupied and offers interior as well as exterior play options. Any spaces on it that can be occupied are considered interior terrain.

(See: Building rules).

C

Casting: When a figure uses the abilities on a spell card. Unless otherwise stated on the spell card, only figures with Magical Affinity 🔄 may cast a spell.

Character Card: A figure card belonging to a hero or squad.

Class: Class denotes the type of figure(s) represented on the figure card. Various abilities interact with specific classes.

Cleanup: A phase of the round right before the end of round in which various abilities on character cards may resolve.

Clear Sight: To determine whether a figure has clear sight on another figure, draw a straight line starting from any point in one figure's hit zone to any point in another figure's hit zone. If you can draw an unbroken line this way, clear sight has been established. If you cannot, there is no clear sight.

Clear Spaces: A figure that is within X clear spaces of another figure is both within X spaces and in clear sight of that figure.

Combat: Combat is the full resolution of a single attack, including the rolling of the attack dice, the defending of the attack, and the placement of any wounds.

Common: Each team may have any number of a Common figure card with the same name. If your team has 2+ of the same Common figure card, you do not have to keep those figures separate (that is, keep track of which figures belong to which card), and it is recommended that you use one figure card for all of the figures. For example, Parademon Shock Troopers are a squad of two figures. If you are using 2+ units of Parademon Shock Troopers, then for each Order Marker on a single Shock Troopers card, you may activate any two Parademon Shock Trooper figures you control.

Concrete: Concrete is a type of terrain that can be used to build maps. Concrete spaces are classified as land spaces, as well as urban terrain.

Connective Map: A battlefield extension that is attached to the main battlefield. Connective Maps often come with designated Connection Points which must be directly linked to spaces on the map they are extending

Cosmos: Cosmos is a type of terrain that can be used to build maps. Cosmos spaces are non-land spaces, as well as outer space terrain. Cosmos spaces have special rules that may affect a figure's movement as well as cause wounded figures exposure damage (See: **Outer Space Terrain** p. 22).

Cost: A unit's cost is the number of points listed on its figure card. The cost is designated by the 💎 symbol. When drafting figures or assembling them onto a team, a player must track the total cost of their figure cards.

Cover: A destructible object with an occupancy number will have either full, partial, or no cover, as denoted on its card. The type of cover determines which figures will have clear sight on figures inside the DO and if figures inside the DO can be attacked or attack figures outside the DO.

• **Full Cover**: Figures occupying the interior of a full cover DO are never in clear sight of enemy figures outside that DO, never have clear sight on enemy figures outside that DO, and cannot attack or be attacked by figures outside that DO. If an ally and a full cover DO have clear sight on each other, the figure occupying that DO and their ally do as well.

• **Partial Cover**: Figures occupying the interior of a partial cover DO can attack and be attacked by figures outside that DO. Figures occupying the interior of a partial cover DO are in obstructed clear sight of any enemy figure outside of that DO that has clear sight on that DO and have obstructed clear sight on any enemy figure in clear sight of that DO. Figures occupying the interior of a partial cover DO and their allies have clear sight on each other if that DO and the ally do.

• **No Cover**: Figures occupying the interior of a no cover DO are in clear sight of any figure outside of that DO that has clear sight on that DO and have clear sight on any figure in clear sight of that DO.

Crossover Symbol: A unit with a Crossover symbol 🌐 on its figure card does not share an identity with any other unit (See **Identity**).

D

Defeated: When a figure is defeated, it is removed from the battlefield and is no longer considered active. A figure is typically defeated by receiving wounds equal to or exceeding its life.

Defend: To defend is to roll combat dice in response to an attack.

Defender: A figure that is defending an attack.

Defense Number: The printed number on a figure's card that is the basis for how many dice it rolls when defending an attack (before any bonuses or penalties are applied).

Destructible Object: A destructible object is an object that has a Life Number and is considered to be a figure for the purpose of abilities and attacks. Most objects have a destructible version that can be used on the battlefield in their place.

Dice: Dice are multi-sided objects that are rolled to determine a result of an attack, defense, or ability. There are several types of dice mentioned in the rules and in different abilities.

• **Combat Dice**: A combat die is the specific d6 used by SuperScape. The 6 sides of the die feature 3 skulls, 2 shields, and 1 blank. Some game situations that use combat dice include attacking, defending, rolling damage dice, and using some special abilities (See: **Hit, Block, Feint**).

• **Attack Dice**: This is a term used for combat dice rolled for an attack.

• **Damage Dice**: A damage die is a combat die that inflicts unblockable damage. Often damage dice will have a type, in which case they inflict that type of damage (such as a Heat damage die). If an ability or rule has a player roll any number of damage dice against a figure, they should roll that number of combat dice. For each skull rolled, inflict a wound on the affected figure.

• **Defense Dice**: This is a term used for combat dice rolled to defend an attack.

• **d6**: This is a term for a six-sided die featuring numerals or traditional pips, which may be used as a proxy for a combat die (see Wound Markers and Dice p. 4) and may be used for certain abilities.

• **d8/d12/d20**: Eight-sided, twelve-sided, and twenty-sided dice, respectively, are examples of other dice that feature numerals and may be used for certain abilities.

Doorways: A doorway space is a space that a figure can move through, typically as a way to enter or exit an interior access building (See: **Buildings**). Figures cannot trace clear sight through a doorway space.

Driver: A driver is a figure occupying the driver space of a vehicle destructible object card. The driver of a VDO may use that VDO to make move actions instead of their move phase and to make attack actions instead of their attack phase.

Driver Space: This is a special type of operator space a figure can occupy on a destructible object card (usually a vehicle) to designate that figure as the DO's driver. If a vehicle does not have a clearly marked driver space, the entire card is considered the driver space. Driver spaces can only be occupied by one figure at a time, and any figure occupying one must be a Unique Hero of Height 4+.

Double-based: A description of a figure whose bases occupy two consecutive spaces instead of one (See: **Multi-based, Single-based**).

E

Earth Object: A type of object that includes Rock Outcrops. Any destructible object with the Earth keyword is considered an Earth object

Earth Terrain: A type of terrain that includes rock, sand, and stone spaces.

Elevation: This is a measurement of levels of terrain. For example, if a figure is occupying a space on top of five terrain tiles that are vertically stacked, that figure is on an elevation of five. Elevation can be compared to a figure's height to determine adjacency and can come into play with falling damage.

Elevator Car: This is a vehicle destructible object that can only be placed on elevator shaft spaces and that can be used to travel between floors in an interior access building (See: **Buildings**).

Elevator Shaft: A collection of elevator shaft spaces arranged on parallel spaces on corresponding floors of a building.

Elevator Shaft Spaces: These are spaces that Elevator Car VDOs must start on. Figures other than Elevator Car VDOs that enter elevator shaft spaces have special rules governing their movement (See page 21).

Empty: If a space does not contain a figure, object, or token, it is considered empty (See: **Token, Occupied, Unoccupied**).

Enclosed Building: This is a building type that acts as an object on the battlefield, mainly intended to alter movement and block clear sight. Figures may pass through enclosed buildings but may not occupy them (See: **Building**).

Enemy/Enemy Figure: Any figure on an opponent's team (See: **Team**).

Engagement: A figure is normally considered engaged with any adjacent Enemy figure (See: **Adjacent**).

Enter: This is a term for moving a figure from a space on the battlefield to the interior of a building or destructible object.

Equip: Items may only be equipped by Unique Heroes. Any item placed face up on a character card is considered equipped by that character. If a character that can equip items ends their movement on an item, they may equip it.

Event: This is a type of uniqueness like Common, Uncommon, and Unique. Event figures are not considered figures of any other uniqueness. Event Units with the same identity cannot share a team, Event figures can only be defeated by taking enough wounds to be defeated, unless an ability on their own figure card would defeat them, and players may never take control of an enemy Event figure unless they are taking control of an Event vehicle destructible object by occupying its driver space. If an ability or rule would automatically defeat an Event figure, it instead receives four wounds.

Evergreen Tree: An Evergreen Tree is an object that comes in one hex and four hex variations. It is considered to have the tree and nature keywords.

Exit: This is a term for moving a figure from the interior of a building or destructible object back to the battlefield.

Exposure Damage: This is a type of damage inflicted by some abilities and types of terrain, such as cosmos spaces, elevators, and lava terrain. When rolling for exposure damage, use a damage die.

F

Faction: This is a special keyword on a figure card denoting a thematic group of characters the card belongs to. Factions may offer synergies, and figures in the same faction are often designed to play well together.

Falling: If a figure moves down from one space to another space that is 10+ levels lower, that figure may take falling damage. To determine falling damage, roll a number of damage dice against the affected figure based on the distance of the fall.

- 10-19 levels down = 1 die of falling damage
- 20-29 levels down = 2 dice of falling damage
- 30-39 levels down = 3 dice of falling damage
- 40+ levels down = 4 dice of falling damage

If a figure moves with the Flying ability, they do not take any falling damage. Any figure with Super Strength receives one fewer wound from its falling damage roll. In addition, any figure that falls onto water receives one fewer wound from its falling damage roll (See: **Flying, Super Strength, Water**).

Feint: When rolling combat dice, one blank equals one feint. Feints have no inherent effect but may serve as triggers for various abilities (See: **Hit, Block**).

Figure: The miniature associated with a figure card that represents a character or destructible object on the battlefield.

Figure Card: Each draftable figure is associated with a figure card. Most figure cards have specific costs and can be included on a player's team. They come in four types of Uniqueness (**Common, Event, Uncommon, and Unique**), and are either characters (heroes or squads) or destructible objects. A full figure card breakdown is on page (3).

Flip Card: A card with 2 sides. Only the face up side is active. During setup, place a flip card face up on any side that shows a point cost.

Floor: A floor is a level of an interior access building that can be occupied. Many such buildings have multiple floors, which can be moved between in a variety of manners, including elevators and stairways (See: **Buildings**).

Floor Spaces: Floor spaces are the name for the type of terrain a figure occupies when they occupy a floor of a building. Floor spaces are classified as land spaces, as well as interior terrain.

Flying: An ability noted by the ⬙ symbol, that is used during a normal move action or maneuver that allows a figure to ignore elevations when counting spaces, pass over terrain without entering or occupying it, pass over objects, and pass over figures without becoming engaged. Special moves may grant a figure Flying for the duration of that special move action. Once a figure begins to fly, it must continue to fly for the remainder of that move action.

Freefall: When a non-flying figure enters a sky space, their move phase immediately ends. The next time any figure is activated, a figure that has entered Freefall must be immediately placed on the nearest empty space that is not sky or outer space terrain, and then it rolls for 4 falling damage. If the figure cannot be placed in an appropriate space, it is defeated instead.

Frozen Object: A type of object that includes Icebergs of all sizes. Any destructible object with the Frozen keyword is considered a Frozen object.

Frozen Terrain: A type of terrain that includes ice and snow spaces.

G

Game: A game of C3G SuperScape involves 1+ teams competing based on predetermined victory conditions and takes place over three distinct Game Phases, including setup, rounds, and end of game.

Grass: Grass is a type of terrain that can be used to build maps. Grass spaces are classified as land spaces, as well as nature terrain.

H

Hazards: Hazards are represented on the battlefield by tokens and create additional difficulties and dangers for figures on the battlefield (For more on how to interact with hazards, see p. 18).

Heal: An ability may use the term "heal" to describe the act of removing 1+ wound markers from a figure's card. Once a wound marker is removed, it no longer counts against that figure's life. For example, Wolverine may heal one wound during Cleanup with his Accelerated Healing Factor ability.

Height: Each figure card has a height designation for the figure(s) associated with the card. The height number (often shortened to "height") is measured in levels and is used when determining factors such as adjacency, engagement, and occupancy.

Height Advantage: If the base of one figure occupies a space on a level that is higher than the space that another figure occupies, the figure whose base is higher has height advantage. When rolling attack dice for a normal attack or rolling defense dice, a figure with height advantage rolls an extra combat die.

Hero: A hero is a single figure character, or a unit of one. Unlike squad figures, a hero does not share its activation with other figures. Heroes may be Common, Unique, Uncommon, or Event.

Hexes: Standard battlefield spaces are hex-shaped and are often referred to as hexes. Certain terrain, such as buildings, may include different types of hexes (See: **Buildings**).

• **Full Hex**: Full hexes are standard-sized spaces. Full hexes are any spaces where a figure's base will fit fully inside (A single-base should fit within one full hex, a double-base should fit within two full hexes, and so on).

• **Half Hex**: Half hexes are any spaces where a figure's base will not fit fully inside that space, but a standard wound marker will. A figure can move through but not occupy a half hex.

• **Partial Hex**: Partial hexes are any spaces that are too small for a standard wound marker to fit fully inside. A figure cannot move through or occupy a partial hex.

Hit: When attacking, an unblocked hit causes a wound. Typically, one skull equals one hit, but abilities may modify this or add hits to the attack (See: Block, Feint).

Hit Zone: Each figure on the battlefield occupies and fills up a volume of space called a hit zone, which is used to determine both when it is in clear sight of other figures and when it has clear sight on other figures. A figure's entire sculpt is typically considered its hit zone (see page 11).

I

Ice: Ice is a type of terrain that can be used to build maps. Ice spaces are classified as non-land spaces, as well as frozen terrain.

• **Slippery Ice**: Specific abilities, maps, or scenarios may specify that ice spaces are slippery ice. When a figure without Cold Resistance ⬙ moves onto a slippery ice space, they must count it as two movement spaces.

Iceberg: Icebergs are a type of object that comes in one-hex, three-hex, four-hex and six-hex varieties. An Iceberg is a frozen object.

Identity: A figure's identity is listed on its card or, if it is not, is determined by its name instead. Event and Unique Units with the same identity cannot share a team (See: **Event, Name, Unique**).

Inactive: A card or figure that is inactive has been defeated or otherwise removed from the game and is no longer on your active team. Unless otherwise specified on its card, an inactive card's abilities are no longer in effect.

Interior Access Buildings: This is a type of building that can be entered and occupied and that offers interior as well as exterior play (See: **Buildings**).

Interior Map: A battlefield extension brought in by objects such as buildings and vehicles. Interior maps are not physically connected to the main battlefield and can be accessed through the exterior of the object that brings them into play.

Interior Object: A type of object populating the inside of buildings. Any destructible object with the Interior keyword is considered an Interior object.

Interior Terrain: A type of terrain that includes doorway spaces, elevator shaft spaces, floor spaces, stairway spaces, window spaces, and any other spaces inside an interior access building. Any figure that can pass through an object may pass through any piece of interior terrain as if it were an object.

Initiative: During the initiative phase of each round, players roll d20s to establish turn order during that round.

Items: Items usually grant a variety of extra abilities to any Unique Hero figure that has them equipped. An equipped figure treats any abilities on its item card as if they were abilities on that figure's card. An item's abilities are only active if it is equipped.

Drop: Dropping is when an equipped item leaves a figure's card and is placed on the battlefield. There are two kinds of drops: voluntary and involuntary.

    • **Voluntary**: Instead of a normal move action, a figure may drop its equipped item by placing its token on or within 1 space of the space that figure occupies, so long as no other tokens are on that space.

    • **Involuntary**: When a figure you control receives a number of wounds equal to or greater than the drop number of its equipped item, it must drop that item. If a figure is equipped with multiple items, it will lose multiple items at once if each item's individual drop number is reached. When a figure you control is defeated, before removing it from the battlefield, it must drop any items it is equipped with. Choose an opponent, who must place each dropped item token on any empty space on or within 1 space of the figure who was equipped with it. If a dropped item cannot be legally placed, it is removed from the game instead.

    • **Swap**: Swapping is when an equipped item is swapped with an item on the battlefield. Instead of a normal move action, a figure may swap an equipped item by placing it on the space that figure occupies and equipping an item from that space.

Item Tokens: An item token is a physical marker of an item that can be placed on an empty space on the battlefield or on the figure card of a Unique Hero figure. If a Unique Hero ends its movement on a space with an item, they may equip the item. Any figure with an item token face up on its figure card is equipped with it and may use any abilities on the matching item card.

J

Jungle Bush: The jungle bush is an object representing wild jungle undergrowth. It is considered a plant, as well as a jungle object and a nature object.

Jungle Object: A type of object that includes Jungle Bushes and Palm Trees. Any destructible object with the Jungle keyword is considered a jungle object.

K

Keyword: A specific word listed on a figure card that connects it to specific synergies, resistances, or vulnerabilities. For instance, a figure card might have keywords such as Clone, Inorganic, or Power Armor.

Knockback: When an ability includes the term "knockback," it means that the player using that ability must move the affected figure directly away from the activated figure in a straight line an exact number of spaces specified in the ability. When determining a straight line, if the figures are adjacent, use the two spaces those figures occupy that establish their adjacency as the first two points in the line. If multiple straight lines can be determined, the activated figure chooses which

to use. When moving an affected figure, it counts elevation normally, ignores swipes, does not use any movement abilities on its card, and enters and occupies each space it is knocked back into. A knocked back figure receives any relevant falling damage and, if it cannot move the full amount specified in the knockback ability, it receives knockback damage.

Knockback Damage: If you are unable to move a figure the full number of spaces specified in a knockback ability due to another ability, a change in elevation, or something blocking its path, roll one damage die against the knocked back figure. If a figure cannot be knocked back the full amount due to running into the edge of the battlefield, end the figure's knockback movement on the last space it could legally move onto and do not roll for knockback damage.

L

Land Space: A land space is a type of terrain piece that is typically one level tall (with exceptions for buildings and shadow spaces), can typically be stacked (again, with exceptions for some buildings and shadow spaces), and comes in a variety of hex sizes. Land spaces include asphalt, concrete, grass, interior, lava field, road, rock, sand, shadow, snow, stone, and swamp.

Lava Field: Lava field is a type of terrain classified as land spaces, as well as earth terrain and lava terrain. Any figures without Heat Resistance ⚠ roll for one damage die for exposure and heat damage if they occupy a lava field space at end of round.

Lava Terrain: A type of terrain that includes lava field spaces and molten lava spaces. Lava field is a type of land space that is both earth and lava terrain. Molten Lava is a type of non-land space that is lava terrain.

Levels: A level is a measurement of height based on how much stacked terrain would fit in the same vertical space. A Medium 5 figure is 5 levels tall, meaning that if five 1 level high land tiles were stacked on top of each other, they should be the same height as that figure. Knowing what level a figure is occupying can help in determine adjacency, falling damage, and height advantage (See: **Adjacency, Elevation, Height**).

Life: Life is the number of wounds needed to defeat a figure. A figure's remaining life is determined by subtracting its current number of wounds from its Life Number.

Life Number: The printed number on a figure card for how many wounds must be inflicted on that figure to defeat it.

M

Maneuver: This is the name for a type of move action that is taken with a figure outside of its move phase. A player may maneuver figures of their own this way, or if they are maneuvering another player's figure, they take temporary control of that figure to do so, then return control of that figure to the other player. Typically, a maneuver specifies the number of spaces a figure can be moved with that move action, and this Move Number cannot be modified by other abilities or terrain. Any ability or terrain effect that triggers during a move action can trigger during a maneuver.

Marker: A game piece that is placed on or removed from a card to create mechanical interactions. These include Order Markers, Wounds Markers, and Ability Markers.

Molten Lava: A type of non-land space that is lava terrain. Figures must stop their movement when entering molten lava and ignore one falling damage when falling onto it. When entering molten lava, any figure without Heat Resistance ⚠ must roll for 4 damage dice for exposure and heat damage.

Move: The act of changing the physical location of a figure on the battlefield.

Move Action: During the move phase, you may perform one move action with each activated figure. Move actions consist of either a normal move action, a special move action, or a maneuver. In addition, some abilities trigger "instead of using a move action."

- **Normal Move Action**: See page 35.
- **Special Move Action**: See page 37.
- **Maneuver**: See page 34.

Move Number: The printed number on a figure's card that is the basis for how many spaces it moves with a normal move action (before any bonuses or penalties are applied).

Move Phase: The part of a figure's activation, after the activation phase, during which move actions can be performed. The phase can also be given up to trigger "instead of move phase" abilities.

Multi-Based: A description of a figure whose bases occupy more than two spaces or more than one non-consecutive spaces (See: **Double-based, Single-based**).

Multiple Targets: When an attack targets more than one figure at the same time, the attacker decides the order in which the defender(s) will roll defense dice for each figure affected (unless otherwise specified in the attack ability).

N

Name: Each figure card has a name for its figure or figures, listed at the top of the card. A figure is referred to by its name, such as Spider-Man or Wonder Woman. A figure's name is its default identity, which is used for determining which Unique cards can be included on the same team (See: **Unique**).

Nature Object: A type of object that includes trees and plants. Any destructible object with the Nature keyword is considered a Nature object.

Nature Terrain: A type of terrain that includes grass, swamp, and swamp water.

Non-flying: A non-flying figure is one that does not have the Flying ability.

Non-land space: A non-land space is a type of terrain piece that is typically zero levels tall, cannot be stacked but can often be placed on top of land tiles, and comes in a variety of hex sizes. Non-land spaces include cosmos, ice, molten lava, sky, swamp water, and water.

Normal Attack: A normal attack is an attack that uses the Range and Attack Numbers from a figure's card. Normal attacks are modified by abilities, hazards, height advantage, items, resources and other factors.

Normal Attack Action: An attack action that follows the rules of attacking and uses a figure's Range Number for aiming and its Attack Number as the basis for the number of dice rolled in the attack. During a normal attack action, a figure makes a normal attack.

Normal Move: A normal move, or moving normally, is when a figure counts spaces up to its Move Number and moves up to that number of spaces while following the rules of figure movement. Normal moves are affected by abilities, elevation, hazards, objects, and other factors.

Normal Move Action: A type of move action that follows the rules of movement and uses a figure's Move Number to determine the number of spaces it can move. During a normal move action, a figure performs a normal move.

O

Object: An object is considered part of the battlefield and is typically not affected by abilities. It can block clear sight, obstruct figure movement, and prevent figure adjacency. Figures cannot move through objects.

Obstruction: Any terrain piece or object that blocks part of a figure's hit zone when determining whether an attacker has clear sight on it is considered an obstruction. If an attacker establishes clear sight on its target but 1+ obstructions exist, the defending figure adds one die to its defense for that attack. Player-controlled objects do not create obstructions.

Occupied: If a building or destructible object is occupied, it contains at least one figure in its interior. If a space is occupied, it contains at least one figure or object.

Occupy: The act of occupying a building, destructible object, or a space on the battlefield.

Occupancy: The amount of figures that can occupy a building or destructible object. Many destructible objects will specify their occupancy on their figure cards.

One Shot: Figureless cards with specific draft and usage requirements noted on the card. When a figure uses a One Shot, it treats any ability on that One Shot as if it were printed on that figure's card. Once a One Shot is used, it is removed from the game (See: **Spell Card**)

Operator Space: A designated space on a destructible object's figure card that is connected to moving, attacking, or using that DO's abilities. Operator spaces can only be occupied by one figure at a time, and any figure occupying one must be a Unique Hero of height 4+.

Opponent: An opponent is another player who has competing goals and victory conditions. Figures on your opponent's teams are considered enemy figures (See: **Enemy figure**).

Ordered Activation: A turn with a figure card that you revealed a numbered Order Marker on at the start of your turn (See: **Activation**).

Order Marker: Order markers are marked 1, 2, 3, and X, and are normally placed on figure cards during the planning phase of each round. Placing an Order Marker on a figure card determines which figure cards may be used in the round and in which turn(s) (1-3) they may be activated (See: **Activation**).

Outer Space Object: A type of object populating cosmos spaces. Any destructible object with the Outer Space keyword is considered an Outer Space object.

Outer Space Terrain: A type of terrain that includes cosmos spaces.

P

Palm Tree: The palm tree is an object. It is considered a tree as well as a jungle object and a nature object.

Pillar: The pillar is an object that can be used either with a road space cap on it that figures may occupy, or without a cap. Figures may not pass over a pillar without a cap.

Place: To place a figure is to move it by lifting it from the battlefield and setting it back down on the space designated by its placement. When an ability or rule calls for a figure to be placed, they do not take any swipes. Placing a figure is the same as moving that figure.

Planning: A phase directly following the start of a round during which players place their Order Markers for the round.

Plant: This is a classification of objects that includes the Jungle Bush. Any plant is also classified as a nature object.

Personality: Each figure card has a listed personality, which denotes the dominant characteristic for that card. Some abilities interact with figures that have certain personalities.

R

Range: Range corresponds to a number of spaces on the battlefield. Unlike movement, range does not count elevation. To attack, the chosen target must be within the attacking figure's range. The range of an attack may be specified in the ability used for the attack or, if it is a normal attack action, that figure's Range Number is used (See: **Attack Action, Target**).

Range Number: The printed number on a figure card that is the basis for how many spaces away the attacker's target can be for a non-adjacent normal attack action (before any bonuses or penalties are applied).

Remove Terrain: The act of lifting and separating a piece of terrain from the battlefield. If a rule or ability would call for a player to remove terrain, that removal should follow the rules outlined for removing terrain (See page 24).

Resources: Resources are represented on the battlefield by tokens and provide benefits or opportunities to figures on the battlefield (For more on how to interact with resources, see p. 18).

Result: This is the final calculation of any die roll. For instance, when rolling for initiative, one number is "rolled" on the d20 and then abilities may add or subtract from this roll until the "result" of the roll is finalized. A result may be lower or higher than what can be rolled naturally, such as lower than 1 or higher than 20 on a d20 roll's result. See also: Rolled.

Reveal: To expose a Marker, card, or other game piece, so that all players can view it.

Revealed Order Marker: A revealed Order Marker is turned or flipped so that all players can see the printed symbol on it. Once an Order Marker has been revealed, it must be placed back on a card, unrevealed, before it can be revealed again.

Revive: A term for changing a figure from inactive to active.

Road: Road spaces are a type of terrain that are classified as land spaces, as well as urban terrain. Road spaces have a special rule associated with them. Any figure that starts on a road space and uses its entire normal move action,without flying, on road spaces may add 3 to its Move Number for that move action.

Rock: Rock is a type of terrain classified as land, as well as earth terrain.

Rock Outcrop: Rock Outcrops are a type of object that comes in one-hex and three-hex varieties. A Rock Outcrop is considered an Earth object and a Structure object.

Rolled: The number of something (**hits, blocks, feints**) or numeric value that is "rolled" on a die, before any alterations are made to it by abilities or other factors. For instance, when rolling for initiative, the number on the d20 after a player rolls it is what is "rolled" (See: **Result**).

Round: Every game is played in rounds. Each round is played in turns, with three turns for each player each round. Rounds consist of six phases that proceed in order, including start of round, planning, initiative, turns, clean up, and end of round.

Ruin: This is a classification of objects that includes the Ancient Ruin and the Warehouse Ruin.

S

Sand: Sand is a type of terrain classified as land spaces and earth terrain.

Separate Battlefield: This is a battlefield placed beside the main battlefield during setup, such as the Astral Plane or Upside Down. Separate battlefields may also be created if the main battlefield is divided during gameplay due to the removal of terrain. Separate battlefields affect how abilities and victory conditions work (See page 25).

Setup: The first phase of the game where players construct the battlefield, gather their cards and figures, gather any other game components, and place relevant figures in their start zones, then officially start the game.

Shadow: Shadow is a type of zero-elevation terrain classified as land spaces. While a figure that is large or smaller occupies 1+ shadow space, it gains +1 defense.

Single-based: A figure whose base occupies only one space.

Size: Each figure card has a size designation for the figure(s) associated with that card. This designation represents the figure's overall bulk and weight. The size of a figure may be tiny, small, medium, large, or huge. Some abilities affect figures of specific sizes.

Sky: Sky is a type of terrain classified as non-land spaces and features special rules pertaining to height advantage, adjacency, and ranged attacks. A non-flying figure that enters a sky space is subject to freefall rules (See page 23).

Snow: Snow is a type of terrain classified as land spaces and frozen terrain.

   • **Heavy Snow**: Specific abilities, maps, or scenarios may specify that snow spaces are heavy snow. When a figure without Cold Resistance ![icon] moves onto a heavy snow space, it must count that space as two movement spaces.

Space: A space is considered any place where a figure can legally occupy or stop its movement, such as any hex-shaped tile, ladder rung, or operator space on a VDO.

Special Attack: A special attack is an attack that uses the Range and Attack Numbers specified in that ability and that may have additional effects and restrictions. A special attack's Range and Attack Numbers cannot be modified by abilities, hazards, height advantage, items, resources, or other outside factors.

Special Attack Action: An ability on figure cards that a figure can use instead of a normal attack action and that has a Range Number and Attack Number specified by that ability, as well as additional effects or restrictions. During a special attack action, a figure makes a special attack.

Special Move: A special move is a move that uses the Move Number specified in the ability used to make the move and may have additional effects and restrictions. A special move's Move Number cannot be modified by abilities, hazards, items, resources, or other outside factors.

Special Move Action: An ability on a figure card that a figure can use instead of its normal move action. These usually have a Move Number specified by the ability, as well as additional effects or restrictions, such as being **Unstoppable**. During a special move action, a figure performs a special move.

Species: Each figure card has a species designation, which is the biological classification of the figure(s) on that card. Some Units are considered to be more than one species, in which case both species are listed in the same line, separated by a backslash (such as Kryptonian/Metahuman). Some abilities interact with figures of certain species.

Spellcaster: A figure that casts a spell (See: **Casting**).

Squad: A squad is a group of multiple figures belonging to a single figure card. Its figure card will specify how many figures are included in one unit of that squad. Unlike hero figures, a squad shares its activation with other figures, up to the number listed on its card. The entire unit progresses through its activation together, moving through the phases of an activation at the same time, including the move phase and attack phase. Squads may be Common, Unique, Uncommon, or Event.

Stairways: Stairway spaces are a type of interior terrain that are zero levels tall and may be placed on top of any floor space. Stairway spaces are transit spaces and come with transit numbers. Only single-based figures can enter or occupy stairway spaces. Stairway spaces must be placed in corresponding pairs, with every stairs down space given a matching stairs up space on the next highest floor of the same building.

   • **Stairs Down/Stairs Up**: A figure can move from a stairs down space to a corresponding stairs up space one floor higher at a movement cost equal to the transit number, and vice versa.

Start Zone: The spaces designated on a battlefield where figures can be placed during the setup phase of a game. Some abilities may reference a player's start zone.

Stealth: An ability that allows figures to leave or pass through engagements without receiving swipes. Stealth is noted by the ![icon] symbol.

Stone: Stone is a type of terrain classified as land spaces, as well as earth terrain.

Story Card: A story card is not a figure card but can be drafted and included on a player's team in the same way as a figure card. Story cards are double-sided, never have order markers placed or revealed on them, do not have figures, and are not activated (See page 26).

Story Prologue: A section on the front side of a story card that lists rules and restrictions related to adding the story card to your team. All requirements listed in the story prologue must be met before the official start of the game.

Story Setup: Steps listed on the front side of a Story Card that should be performed after setup, at the official start of the game. Any conditions applied by the story setup are in effect for the game.

Story Abilities: These are abilities on the back side of a story card. After the conditions for the story prologue are fulfilled and any story setup is done, the story card should be flipped over, at which point these story abilities are considered in effect for as long as the story card is active.

Structure Object: Structure Object: A type of object that includes Rock Outcrops and Ruins. Any destructible object with the Structure keyword is considered a Structure object.

Super Strength: An inherent ability some figures possess that may be referenced in other abilities or rules. If a figure with Super Strength would receive 1+ wounds from exposure damage or falling damage, ignore one of those wounds. Super Strength is noted by the ![icon] symbol (See: **Exposure Damage, Falling Damage**).

Swamp: Swamp is a type of terrain that is classified as land spaces, as well as nature terrain and swamp terrain.

Swamp Terrain: A type of terrain that includes swamp and swamp water.

Swamp Water: Swamp water is a type of terrain classified as non-land spaces, as well as aquatic terrain, nature terrain, and swamp terrain. Figures ignore one falling damage when falling onto swamp water.

Swipe: When a figure begins to move out of engagement with another figure, before it actually moves, it is subject to a swipe. Normally, one damage die is rolled against the figure that is being moved. If a figure receives 1+ wounds from a swipe, it is considered to have received that wound while in the space it occupied before leaving that engagement. Figures moving with Stealth ![icon] or being placed do not receive swipes (See: **Stealth, Engagement, Move, Swipe**).

Switch: When an ability has two figures switch, they trade positions, with each being placed on the space previously occupied by the other. Since switching is a placement, figures that are switched do not receive any swipes

Symbol: A symbol is a visual representation of a specific ability on a figure card. Abilities given symbols tend to be simple and easy to remember or are included on a large number of figure cards. The text for an ability represented by a symbol can be found in this Glossary, as well as on the Symbol Reference Card in the C3G SuperScape Starter Deck. Examples include Mental Shield, Super Strength, and Flying (See page 15).

T

Take Control: If an ability or rule allows you to take control of another player's figure or a neutral figure such as an unoccupied vehicle, as long as you maintain that control, that figure is considered to be on your team.

Target: A target is a figure that is chosen by a player to be affected by an attack or ability.

Target Point: A designated point on an object or terrain piece that an adjacent figure may use instead of its hit zone for establishing clear sight on a non-adjacent figure.

Team: A team is a group of 1+ figure cards, one shots, or story cards that each player has in front of them. This includes figures that are inactive and figure cards without a figure placed on the battlefield.

Terrain: Terrain is anything other than figures or objects that can be used to assemble the battlefield and create spaces for figures to occupy. Terrain is non-destructible but can be removed by certain abilities (see: Remove Terrain). Terrain types include land spaces and non-land spaces, and categories of terrain include aquatic, earth, frozen, interior, lava, nature, outer space, swamp, and urban, as well as uncategorized terrain (See: **Figures, Objects**).

Terrain Piece: A single hex of terrain or a single terrain object.

Token: This is a flat, hex-shaped plastic marker used to represent items, hazards, and resources. Tokens may be placed on empty spaces on the battlefield and figures can enter spaces with tokens on them. Tokens may be placed on the battlefield face down (in which case their abilities are not in effect) or face up (in which case their abilities may be in effect, depending on the type of token). Any figure that enters a space with a token on it must end its movement and, if that token is face down, must flip it to face up.

Transit Number: Certain terrain, such as enclosed buildings and stairways, use transit numbers to specify how many spaces of movement are needed for a figure to move from one transit space to another.

Transit Space: Transit spaces are denoted by printed transit numbers that mark the amount of movement required to move from one transit space to the next closest eligible transit space. Figures can only move between transit spaces that have identical transit numbers. Different types of transit spaces may have additional rules governing movement between them, such as height limits for enclosed buildings, and directional limits for stairwells.

Transition: A phase directly after the move phase and directly before the attack phase of a figure's activation.

Tree: This is a classification that includes objects such as Evergreen Trees and Palm Trees. Any tree is also classified as a nature object.

Turn: Each round of a game is made up of player turns. Typically, each player takes three turns per round (one for each numbered Order Marker). Turns consist of seven phases, including start of turn, activation, move phase, transition phase, attack phase, end of activation, and end of turn. After these, play passes to the next player turn.

U

Uncommon: Each team may have any number of an Uncommon figure card with the same identity. If your team has 2+ of the same Uncommon figure card, you must keep the figure(s) associated with each card separate. For example, if you are using two Sentinel (Mark V) figures, you must clearly mark each Sentinel figure and its matching Sentinel figure card so that you can tell which Sentinel is being activated by which order marker, and which wound markers belong to which Sentinel. Uncommon figures are considered Unique figures in every other way (See: **Activation, Common, Identity, Team, Unique**).

Unique: Each team is allowed to have only one of each Unique figure card with a particular identity (See: **Common, Identity, Uncommon**).

Uniqueness: A specification on each figure card that lets players know how many units of figures associated with that card can be included on their team. It may also provide specific rules and synergies for that card. Types of Uniqueness include Common, Event, Uncommon, and Unique (See: **Figure Card**).

Unit: A Unit is a figure or group of figures associated with a single figure card. A Unit could be one hero, a single squad, or even a draftable destructible object. Common cards allow players to use several units of the same identity.

Unoccupied: If a building or destructible object has space for at least one figure in its interior, but has no figures occupying its interior, it is unoccupied. If a space on the battlefield does not have a figure or object on it, it is unoccupied (even if it has an item, hazard, or resource on it).

Unrevealed Order Marker: An Order Marker that has not been turned over for opponents to see. If an ability allows a player to choose an unrevealed Order Marker, they cannot view that Order Marker unless the ability also specifies that they may view it.

Unstoppable: Unstoppable moves are not affected by abilities that 'stop' movement.

Urban Object: A type of object that includes Cars and the Warehouse Ruin. Any destructible object with the Urban keyword is considered an Urban object.

Urban Terrain: A type of terrain that includes asphalt spaces, concrete spaces, and road spaces.

V

Vehicle Destructible Object: A vehicle destructible object (VDO) or vehicle is a type of destructible object that figures can enter, operate, and occupy. Most VDOs are draftable and can be included on teams (See page 16).

Victory Condition: The goal for the game that all players agree upon before playing. The first player to accomplish the victory condition at the end of a turn wins the game. A typical victory condition is to be the first to defeat all enemy figures, but players are encouraged to create any victory condition they can imagine.

Victory Point: In the case of a game that includes more than one battlefield, victory conditions are determined for each battlefield individually. A player who accomplishes the victory condition on any one battlefield earns a victory point. At the end of the game, the player with the most victory points wins (See: **Separate Battlefield**).

View: A rule or ability may allow a player to view a game piece that is unrevealed. To view a game piece, look at it without showing any other players and then return it to its previous position.

W

Warehouse Ruin: The Warehouse Ruin is an object representing inner city decay. It is considered a type of ruin as well as a structure object and an urban object. Spaces on the Warehouse Ruin are urban terrain.

Water: Water is a type of terrain classified as non-land spaces, as well as aquatic terrain. Any figure without Water Affinity 🌀 must stop its movement when entering a water space. Figures ignore one falling damage when falling onto water.

Windows: Window spaces are half hexes (See: **Hexes**), typically located on the open side of an interior access building. Figures cannot move through or trace clear sight through window spaces unless they are broken.

  • **Broken Window Spaces**: A window space with a wound marker on it is considered broken. Figures may trace clear sight and move through a broken window space normally (See page 22).

Wound: Each time a figure receives a wound from an attack, ability, or any other source, that wound is represented on the figure's card by a wound marker. Once a figure has a number of wound markers on its card equal to its Life Number, that figure is defeated. If a squad figure receives a wound, instead of placing a wound marker, simply defeat that figure (See: **Defeat**).

Y

You Control: Figures that "you control" are figures that are on your team (either permanently or temporarily), are active, and are on the battlefield. If a figure is defeated or placed anywhere other than the battlefield, it is not considered a figure that you control, but may still be active (if it is not defeated) and is still part of your team (See: Active, Battlefield, Team).

The Heroes, Legends, Sidekicks, and Allies who brought C3G 2.0 to life