

What is all the C3G 2.0 talk all about?

Are you a veteran of C3G eager to jump into C3G 2.0? Or maybe you are not sure what to make of it yet and want to know more? Well this guide might be just what you need to get started down the rabbit hole of C3G 2.0. It doesn't replace or minimize the need to read the full rule book, but it will cut straight to some of the bigger changes that were made.

One of the goals of C3G 2.0 was to make improvements and bring clarity to some aspects of the rules we found problematic. That starts with a more clearly defined breakdown of the game and round structure so everyone is on the same page. Each step of the game now has an associated term used on game cards.

Every game starts with **Setup**, which is exactly what it sounds like. During this time all players are getting the figures, cards, markers, dice and other required game components ready. Some decisions for figures are made now. Once all players are ready to begin play, the first **Round** starts.

Every round begins with a **Planning Stage**, during which both players decide where to place their Order Markers for that round. Once all players have committed to their Order Marker decisions, players roll d20s for **Initiative**. The player with the highest roll goes first this round. Once the initiative order has been established, players take turns and begin to **Activate Units**. Note here that the word turn only refers to a player's turn; units are activated. A Unit can be a hero or a single squad.

The **Start of the Turn** is when a player reveals an Order Marker and declares which unit they are planning on activating. An activated unit starts with a **Move Phase**, during which each figure in a unit may make a single **Move Action**. This may be a normal or special move action. The move phase is followed up by a **Transition Phase**, during which some units may have an ability they can use, but most units will skip over without doing anything.

Next up is the **Attack Phase**, during which each figure in a unit will be able to use a single **Attack Action**. This may be a normal or special attack action. Some attack actions will consist of more than one **Attack**, while some units will have more than one attack action they can use. Before rolling any attack dice, you must first declare what type of attack action you intend to use, the target(s) of that attack, and then check for a clear sight on the targeted figure or object. When the attacking unit attempts to view the target, if any part of that target's profile is blocked by any terrain feature or object on the battlefield (but not by other units), then that attack suffers from **Obstruction**. Obstruction results in one additional defense die for the targeted figure, similar to how a high ground advantage can result in an additional die when attacking or defending. Once the intended attack has been declared and verified, **Combat** begins.

Combat starts with the attacking unit rolling attack dice. Count up the number of skulls rolled and convert those to **Hits**, one hit for each skull rolled. Then add any additional hits to the total if possible and inform your opponent. The opponent then rolls defense dice, counting up the number of shields rolled and converting those to **Blocks**. The defender can then add any additional blocks to the total if possible. Compare the total number of blocks to hits. If there are any unblocked hits, that results in the defender **Placing Wounds**, with a single wound being placed for each unblocked hit. Now combat has ended; repeat this process for each additional attack you might make. Once all attack actions have been fully resolved, the attack phase ends and the next player starts their turn.

Once all players have taken all of their turns in a round, before that round ends, one final phase called **Cleanup** takes place. Some units might **Heal** (ie. remove a wound marker) during cleanup, a marker may be returned to its owner, or some other unit related abilities may trigger. Following that is the final **End of Round** phase, where game effects like **Lava Field** damage are rolled for. Then a new round begins.

In addition to clarifying some of the game terms that describe the different stages of the game, we also wanted to introduce some new short hand for commonly used phrases. For example, in C3G 2.0 an **Ordered Activation** simply means an activation that begins by revealing an Order Marker on that unit's card. Leaving engagement attacks are now called **Swipes**, clarifying that they are not impacted by attack boost. A fixed move action (that often takes place outside of a figure's move phase), is called a **Maneuver** and is never boosted by game effects that increase a figure's move number. A maneuver can however be limited by game effects like **Heavy Snow**. When an ability tells you to **Place** a figure in a new location, that is a way to move a figure that never triggers swipes and ignores height. Furthermore, if any move action is **Unstoppable**, it can't be prevented by another game effect. Also instead of rolling unblockable attack dice, you just roll a **Damage Die**.

Some of the things that use damage dice in C3G 2.0 are **Exposure Damage** and **Falling Damage**. You might recognize exposure damage from the previous Outer Space Terrain rule set. The use of that term has been expanded in C3G 2.0, for example landing on a Lava tile results in you having to roll 4 damage dice for exposure damage now. Similarly when falling, you now roll 1 damage die for every 10 levels of height the unit has fallen. Note that **Super Strength** now ignores 1 wound when rolling for exposure and falling damage. So when a unit with Super Strength ends up in lava or falls from a height of 40 levels, you would roll 4 damage dice, ignoring 1 wound you might receive. Landing in water will also reduce your falling damage by 1 wound. Simple right?

Other aspects of C3G's previous rules have been simplified and reintroduced in C3G 2.0. **Knockback** is something we enjoyed as a concept, one figure punching another figure to send them flying, it just never quite landed in the first go around. So now it's a term that might be referenced in an ability, to describe a simple interaction. When a figure experiences knockback, it is moved in a straight line away from the attacking figure. When more than one direction is possible for that straight line, the attacking unit decides which path the defending figure follows. You then move the

defending figure the number of spaces indicated by the ability that references knockback, counting elevation changes in the same way you would for normal movement rules. Should the defending figure be prevented from moving the full knockback distance indicated, most often by another figure, object, or terrain feature, that figure takes a single damage die in damage.

Another familiar concept that has seen an update in C3G 2.0 is how items are treated. Item is the term we now use to describe what you knew as equipment glyphs in C3G. Previously when a hero was moving onto an equipment glyph, their movement ended; now you only must stop your movement on an item token if you intend to pick up, use, or activate that item. Holding onto items may be a little easier for your heroes in C3G 2.0 as well. Instead of dropping every item when a single wound is inflicted, each item now has a Drop Number indicating how many wounds must be inflicted at one time in order for that item to be knocked away. Furthermore, when an item is dropped, it only falls to an empty space one space away from the figure that was holding it. So there'll be less chasing around after a bouncing Cosmic Cube. C3G 2.0 will also include hazards and resources, which act more like standard Heroscape glyphs.

One of the changes you will see when looking at the new C3G 2.0 cards, will be the inclusion of **Faction Tags**. Each card may include a single faction tag, indicating whom that unit might be associated with in their universe. Some characters will have multiple cards, with each card featuring a different faction tag to represent which era that card drew inspiration from. Faction tags can be used to sort different units for storage, or it can be used as a synergy tag within that faction. While each card is limited to just one faction tag when released, they can be drafted into a new faction when building a team, and thus end up with multiple faction tags during game play.

Similar to how species, class, and personality information was used for synergy hooks in C3G, the faction tag gives designers another way to make different units work well together. **Keywords** serve the same exact purpose. The difference between keywords and the species, class, and personality information is simply the fact that not every unit will feature a keyword. Many cards will have no keywords, while others might have multiple keywords.

There are also several new **Symbols** you will need to become acquainted with. While symbols can also be utilized in synergy webs, they differ from keywords in that each symbol has an associated simple ability. As previously mentioned, **Super Strength** now lets the figure ignore 1 wound of exposure damage or falling damage. **Flying** still follows all the same flying rules as before in C3G. **Mental Shield** prevents that figure from being taken control of by an opponent's figure. Having **Stealth** means that figure disengages without taking swipes. Units with **Water Affinity** don't stop when entering a water space. When attacking another figure with **Magical Affinity**, that figure may not ignore any wounds. Then the **Crossover** symbol denotes when you can draft two unique cards from the same publisher that share the same identity.

In addition to those 7 symbols, we have introduced the concept of **Damage Types** in C3G 2.0 and each one has a corresponding **Weakness** and **Resistance** symbol. The 6 damage types are **Cold**, **Electric**, **Heat**, **Light**, **Sonic**, and **Toxic**. A unit that has a weakness to a given damage type takes 1 additional wound when receiving damage of that type, while a unit that has resistance to a given damage type ignores 1 wound when receiving damage of that type. Furthermore, some of these symbols are referenced in other aspects of the rules. Lava terrain specifies that figures with heat resistance ignore 1 wound from the exposure damage it generates. While units with cold resistance are not slowed down by **Slippery Ice** or **Heavy Snow**.

Here is a quick blitz of a few other changes to the rules that may come up when playing. No more extreme height advantage bonus, just a single bonus die is gained from having height advantage, no matter how big of a difference. When moving a figure through a tight squeeze, it is no longer limited by the miniature's shape or position as it relates to terrain features. As long as its base can move through an area on the map, the figure can pass through that space. When climbing, a figure no longer needs to pay attention to its height, just how much movement it has available. Terrain tiles and objects of a similar nature are now grouped together for reference in ability text. For example, **Nature Terrain** refers to grass tiles, swamp tiles, and swamp water.

The rules governing spell cards and casting have been widened out to cover and include a wider variety of game uses called **One Shots**. They are cards you can draft onto your team, but have no associated miniature and may only be used by a figure on your team with the required symbol, keyword, or class/species/personality tag. Furthermore, they are removed from play after a single use.

The last thing to note is the simplification of generic **Deconstructible Objects** (DO) and the ability to throw a DO. When determining what battlefield your game will take place on, all players must agree on if the generic objects featured on that map can be destroyed and thrown. All generic DOs now have 1 life, with different defense numbers based on their size designations. When using an attack action to throw a DO, it is a special attack action. Who can throw said items, how far they can be thrown, and how many attack dice are generated when doing so all follows this simple chart.

Throwing without Super Strength:

Small DO: Defense 4. Range 2. Attack 4.

Throwing with Super Strength:

Small DO: Defense 4. Range 6. Attack 4.

Medium DO: Defense 5. Range 5. Attack 5.

Large DO: Defense 6. Range 4. Attack 6.

Can not be thrown:

Huge DO.

Any DO that is currently Occupied.

So you no longer need to have an official card to interact with any object you might place on your battlefield. Simply agree on what size designation each object has before game play begins. When it receives a single wound, remove it from play. When thrown, place the thrown figure on an empty space adjacent to the target, then roll 1 damage die against the DO for each skull rolled in the attack to determine if the thrown object was destroyed in the process.