



C3G BUILDING RULES

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C3G BUILDING RULES

Buildings are considered a specific category of terrain piece. Buildings may be placed on any normal terrain so long as they can lay flat, and in some cases, can be played as standalone battlefields!

There are some unique placement considerations; however, given that C3G Buildings, like buildings in the real world, come mostly in right angles, as opposed to the hex shape of pre-existing Heroscape terrain.

HEXES: FULL, HALF, AND PARTIAL

When square buildings fit on hex battlefields, hexes are often partially blocked or covered, creating unusual spaces on the battlefield. In order to clarify figure interactions with these spaces, C3G Building Rules establish three categories of hexes: Full Hexes, Half Hexes, and Partial Hexes.

These categories breakdown as follows:

- **Full Hexes** are standard-sized Heroscape hexes that are treated as normal spaces according to the game rules. Full Hexes are any spaces where a figure's base* will fit fully inside.
- **Half Hexes** are any spaces where a figure's base* will not fit fully inside, but where an official Heroscape Wound Marker will fit fully inside.
- **Partial Hexes** are any spaces that are too small for an official Wound Marker to fit fully inside.

**Disputed Hexes: In the case of a dispute on fit or on whether a figure's base is "officially-sized" or not, an official Heroscape base from the Marvel: the Conflict Begins Master Set can be used as a standard of measurement to determine whether a tile space is a Full Hex or Half Hex.*

These three designations of hexes can affect figure placement and movement and how some special powers operate. Both Half Hexes and Partial Hexes are governed by special rules.

Partial Hex Movement: Figures that are not destructible objects cannot enter or occupy Partial Hexes or be placed there by any special power on an Army Card or glyph.

Half Hex Movement: Figures that are not destructible objects cannot occupy Half Hexes. However, any figure can move through a Half Hex normally, unless doing so would cause the moving figure to become engaged or a special power on an Army Card or glyph would cause a figure to end its movement on a Half Hex.

Half Hex Movement and Engagement: A figure that is engaged when it would begin its movement onto a Half Hex is considered to be leaving that engagement, and is therefore subject to leaving engagement attacks.

i.e. If Superman is engaged with Doctor Doom and Superman begins movement into a Half Hex, Doctor Doom can make a leaving engagement attack on Superman. This is true even if the Half Hex Superman is moving through is within one space of Doctor Doom's space. In this way, moving through a Half Hex space is similar to beginning movement with the Flying special power.

Destructible Objects and Partial and Half Hexes: A destructible object can only occupy a Partial Hex or Half Hex if that destructible object is placed there (whether at the beginning of the game or through a special power on an Army Card or glyph), and if that

destructible object can fit normally on that space (for specifics or any questions, address the Books of individual destructible objects).

Counting Partial and Half Hex Spaces for Special Powers:

When counting spaces for special powers, such as flying or leaping movements over a certain number of spaces, or special attacks that affect a certain number of spaces, the simple rule is this: Partial Hexes should never be counted, and Half Hexes should always be counted as one space each.

BUILDING TYPES

Buildings come in two varieties: **Enclosed Structures**, which figures may pass through without stopping, move over and around, and interact with on the battlefield as obstacles, and **Interior Access Structures**, which offer the added component of interior play.

Enclosed Structures: Enclosed structures act as obstacles and line of sight blockers on the battlefield. Figures may not occupy enclosed structures, unless specified by that specific structure, but figures may pass through these structures. In order to pass through an enclosed structure, figures must use **Transit Spaces** and the associated rules.

Transit Spaces can be used to allow figures to move from one hex to another in a non-traditional manner. Implementations for this include moving from one exit space of an enclosed structure to another, from a Stairway Up space to the corresponding Stairway Down space on the next floor up and so on.

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 Transit Spaces, such as height limits for enclosed structures, and directional limits for stairwells.

However, the basic rules for Transit Spaces are as follows -- when a single-spaced figure moves onto an unoccupied space with a Transit Number, you may either:

- immediately place that figure onto any corresponding unoccupied Transit Space at a movement cost equal to the printed Transit Number, or
- immediately end your movement. When that figure would next move, you may place that figure onto any corresponding unoccupied Transit Space instead of moving.

Figures placed this way will take any leaving engagement attacks.

C3G Building Rules

Interior Access Structures

The second type of building is an Interior Access Structure. These add the component of interior play, meaning they offer a way for players to view the interior of the structure and for figures to occupy, move around in, and even fight inside the buildings.

Entering and Occupying Interior Access Structures: The Book of each Interior Access Structure specifies what size and height of figure can enter and occupy that structure. Most Interior Access Structures permit single-spaced figures with a Height of 7 or less to enter and occupy them, as long as those figures can fit normally into available spaces within those structures.

Structures will either have exit spaces specified in their Books or will have placeable Door hexes that can be arranged according to a specific map build. Some structures may also have Windows that can allow interaction between figures inside of the structure and those outside.

DOORWAYS AND WINDOWS

Structures with open sides may have certain spaces designated as Doorways and Windows. Doorways are designated by printable Doorway markers, which can be placed according to a specific map build. Half Hexes on the open sides of a structure may represent Window Spaces. This will be specified for a specific structure in its Book.

Rules for Doorways and Windows are covered below.

Doorways: A figure outside of a structure may move through a Doorway Space normally to move into the structure's interior. A figure inside of a structure may move through a Doorway Space normally to move to the structure's exterior. Figures cannot trace clear sight through a Doorway Space.

Windows: Figures normally cannot move through or trace clear sight through Window Spaces. However, this changes if the Window Spaces become **Broken Window Spaces**.

Instead of making an attack, a player may choose for their figure to break a window. To break a window, choose a Window Space for a window that has not been previously broken and that is within range of the attack that figure is forgoing.

If an object, obstacle, figure, or the building itself would block clear sight on a figure located in that Window Space, that Window Space may not be chosen.

Once a Window Space has been chosen, place a Wound Marker on it. Any Window Space with a Wound Marker on it is considered broken. Figures can trace clear sight through a Broken Window Space and can move through a Broken Window Space normally.

Interior Terrain

The floors inside Interior Access Structures are considered **Interior Terrain** and are specifically called **Floor Spaces**. Any figure that can pass through an obstacle may pass through any piece of Interior Terrain as if it were an obstacle.

Interior Access Structures in Play

Structures can be accessed for figure movement and play in two main ways. They may have removable roofs, as the Bungalow does, or they may have open sides, such as the Skyscraper.

While these playable sides or roofs are open for access to the interior for figure movement, they are considered "solid" walls or roofs for the purposes of gameplay. As such, figures occupying the interior of a structure by default do not have clear sight on figures outside of the structure and vice versa. In addition, a figure occupying the interior of a structure is never engaged with a figure outside the structure unless otherwise specified.

Some larger structures, such as the Skyscraper, may have several Floors (different levels that can be occupied). There are several ways for figures to move from one Floor of a structure to another, but the main ones are Stairways and Elevators.

STAIRWAYS

Stairway Hexes come in two versions: "Up" Stairways and "Down" Stairways, and may be placed in the interior layouts of a building to allow single-spaced figures to move between levels. Stairway Hexes are Transit Spaces and come with Transit Numbers.

Only single-spaced figures can enter or occupy Stairway Hexes. A figure can move from a Stairway Up space to a corresponding Stairway Down space one Floor higher at a movement cost equal to the Transit Number. Similarly, a figure can move from a Stairway Down space to a corresponding Stairway Up space one Floor lower at a movement cost equal to the Transit Number.

Figures can move between Stairway Hexes on the same level normally.

Figures are not considered engaged with figures on corresponding Stairway Hexes on a different Floor of a structure, but these figures do consider each other in clear line of sight, unless a special power on an Army Card or a glyph specifies otherwise. Height advantage applies.

ELEVATORS

Players may want to use Elevators in some structures with multiple playable Floors.

During set up, players may place **Elevator Shaft Spaces** at the same place on corresponding Floors of the structure to create an Elevator Shaft. Only Elevator Car Vehicle Destructible Objects can enter or occupy Elevator Shaft Spaces. Figures cannot trace clear sight through an Elevator Shaft Space.

Each Elevator Shaft should start with an empty Elevator Car occupying its Elevator Shaft spaces on the bottom floor of its Skyscraper.

For more on movement with Elevators, see the [C3G Vehicle Destructible Object Rules](#) and the [Book of Elevator Car](#).