



C3G HEROSCAPE OUTER SPACE RULES

TAKE THE FIGHT TO OUTER SPACE!

Some battles are cosmic in scale!

OUTER SPACE TERRAIN RULES

Outer Space Terrain rules include rules for a new terrain type called Cosmos spaces. Outer Space Terrain rules should be used with the Cosmic Space Mat and other Outer Space battlefields, as specified in their map threads.

COSMOS SPACES

Cosmos spaces are 0 height.

When a non-flying figure enters a Cosmos Space during their normal movement they can only move in a straight line and must continue moving in this manner until one of the following is true:

- all of their available movement is used,
- they are adjacent to a space of a different terrain type, or
- they cannot legally occupy the next space.

If the figures' movement is stopped due to one of these conditions and it still has movement left, that figure may continue moving in any direction.

EXPOSURE DAMAGE

At the end of each round, roll one unblockable attack die for exposure damage against each figure you control occupying a Cosmos space that has at least one Wound and that is not a Construct, Destructible Object, or Event Hero. If the figure has Super Strength, it receives a wound on a blank instead of a skull.

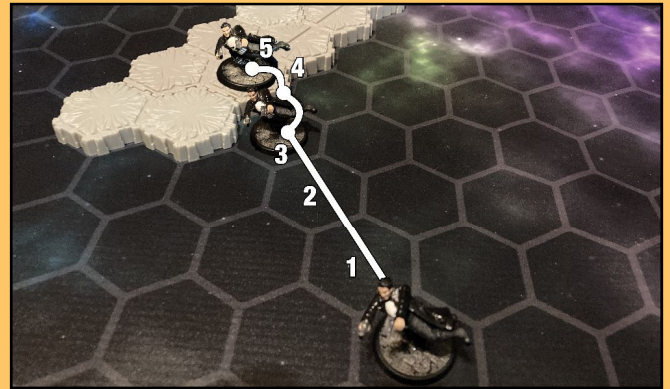
EXAMPLE 1: Use all movement in one direction.

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.



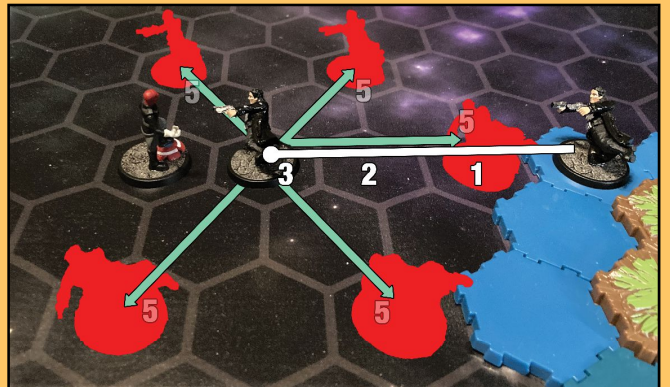
EXAMPLE 2: Full movement stopped by other terrain.

Terrain of a different type can stop movement. Here Punisher moves 3 spaces in a straight line to the concrete tiles, then uses his last 2 movement spaces to climb onto the concrete.



EXAMPLE 3: Full movement stopped by opponent's figure.

Red Skull is in Punisher's path. If he moves onto a Cosmos space in the same direction, his straight line movement is stopped short of his full move of 5, since he cannot legally occupy the space Red Skull occupies.



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.