



C3G SKY TERRAIN RULES

THE SKY'S THE LIMIT!

Soar to new heights with Sky Terrain rules.

SKY TERRAIN RULES

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

FREE FALLING

A figure that moves onto a Sky space without flying must immediately end its movement. Before the next figure turn, the player who controls that figure must place it on any empty space nearest to it that is not Sky terrain and roll for major falling damage against that figure. Figures moved this way do not receive leaving engagement attacks. If there are no spaces on the battlefield that are not Sky terrain, that figure is destroyed instead.

UP IN THE AIR

Figures occupying Sky spaces are always considered to have height advantage on non-flying figures that do not occupy Sky spaces.

Figures occupying Sky spaces are never considered adjacent to figures that do not occupy Sky spaces unless both figures have the Flying special power.

Figures occupying Sky spaces cannot be targeted for an attack by non-adjacent figures unless the targeting figure uses an attack with a range of 5 or higher.

EXAMPLE 1: Non-flying figures moving onto Sky spaces.

Venom has nothing to step on when moving onto a Sky space, therefore must immediately end his movement. Before the next figure turn, Venom must be placed on the nearest empty space that is not a Sky space. In this case, Venom has two spaces that he may be placed on.



EXAMPLE 2: Attacking figures on Sky spaces.

Because Venom does not have flying, nor does he occupy a Sky space, Iron Man is considered to have height advantage and not adjacent to Venom. Venom does not have an attack with a range of 5 or greater, nor is he adjacent, so he may not target Iron Man for an attack.

