

1. Choose/Roll Plot
2. Determine which C3G optional rules and Add-on rules are to be used.
3. Build Map
4. Add Plot Items/Objects/etc.
5. Add Destructible Objects
6. Add Glyphs/Resources/Vehicles/Etc.
7. Draft Armies (If tournament or campaign, choose from pre-built Armies)
8. Roll for Subplots (May be done randomly or players may draft their subplots)
9. Roll to determine Start Zones, if not determined by the Plot
10. Place Bystanders (i.e. Citizens), if desired or applicable to plot (this may be done before Start Zones, if dictated by Plot) and any other Plots/Subplots' objects/items/etc that have not been placed up to this point but need to be.
11. Choose/Roll Conditions

TABLE OF PLOTS

Roll d20

1. Assassination
2. Bank Robbery
3. Hostages
4. Ambush
5. The Final Act
6. Destroy or Defend
7. Escape
8. Invasion
9. Macguffin
10. Territorial Control
11. Objective Control
12. Summoned
13. Destroy or Protect Bystanders
14. Airborne Contagion

15. Monster Hunt
16. Doomsday Device
17. Precursor to a Cosmic Event
18. Reserves
19. Who Needs A Leader?
20. Crossover Issue

TABLE OF SUBPLOTS

Roll d6 (Both players roll before a battle)

1. Survivor
2. Vengeance
3. Double Agent
4. Gather Evidence
5. Blackmailed
6. Soliloquy

1. ASSASSINATION

Determine which army is the assassins and which is the protectors.

Setup: Place armies in standard start zones. The protectors player adds a civilian figure and two bodyguards to his/her team. These three figures are considered a squad and may be given order markers during play but the civilian and the bodyguards use their own specific card stats and abilities.

Special rules: During the battle, if the civilian would be destroyed and a bodyguard is adjacent to the civilian, you may destroy a bodyguard instead.

Before moving, if the civilian is not engaged and is on the roof of a centralized building with at least one protectors hero within 3 spaces, the civilian has escaped.

Objective: If the assassins destroy the civilian figure, they win. If the civilian escapes off the rooftop of a centralized building, the protectors win.

Rounds: 6; Adjust as needed if map is large.

Victory points: 3 VP for a win. If the civilian neither escapes nor is destroyed both team gain 1 VP.

2. BANK ROBBERY

Determine which army is the robbers and which is the vigilantes.

Setup: The robbers start zone is immediately outside the door of a building (the bank) at the center of the map (an equal distance from each edge of the map). The robbers start the game with control of 3 glyphs of loot that may be carried as equipment glyphs. Robbers immediately designate 4 spaces, one on each edge of the map as their possible "getaway routes." after "getaway routes" have been chosen, the vigilantes may set up their figures on any space that is at the edge of the map. When vigilantes recover the loot they must return the loot to the bank.

Special Rules: The robbers getaway by moving off the map via a space designated as a "getaway route." neither army may use powers or abilities that would allow figures to start outside their start zone. Before moving, if a robbers figure is on a "getaway route" space, you may remove the figure and the loot from the game and score 1 plot point.

Vigilantes return the loot to the bank by moving to a space adjacent to the bank's front doors. Before moving, if a vigilantes figure is adjacent to the bank's front doors while possessing the loot, you may remove the loot from the game and score 1 plot point.

Objective: All loot has been effectively stolen from or returned to the bank.

Rounds: No limit.

Victory points: The team with the most plot points (see special rules) at the end of the battle receives 3 VP.

3. HOSTAGES

Determine which army is the kidnappers and which is the rescuers.

Setup: Place armies in standard start zones. The rescuers can choose a start zone on either end of the map. The kidnappers set up in a start zone at the center of the map. The kidnappers' player places one civilian adjacent to a chosen kidnapper figure; this civilian is the hostage.

Special Rules: Kidnappers win initiative automatically for the first round but may not attack the rescuers during this round.

The hostage moves with the chosen kidnapper figure, as if carried. Any adjacent attack that causes wounds against the kidnapper figure allows the hostage to be freed. After a hostage is freed. Anytime during the battle, the rescuers' player may place order markers on a civilian card and move and attack w/ the hostage as desired, if the hostage is freed. Any adjacent attack by a figure from the kidnappers army that would destroy the freed hostage, allow the kidnappers to recapture the hostage instead of placing wounds. Neither army may destroy the hostage by any means.

Objective: If the kidnappers have control of the hostage after 6 rounds, the kidnappers win. If the hostage is free after 6 rounds, the rescuers win.

Rounds: 6; Adjust as needed if map is large.

Victory Points: 3 VP for a win.

4. AMBUSH

Determine which army is the ambushed and which is the ambusher.

Setup: The ambushed team places their figures on any space that is not the edge of the map. The ambushers place their figures on any space on the edge of the map. Player take turns placing figures, starting with the ambushed.

Special Rules: None

Objective: Destroy the opposing army.

Rounds: 6; adjust as needed if map is large.

Victory Points: 3 VP for completing the objective and winning. If neither army is completely destroyed, tally up plot points. Plot points = (wounded opposing figures' point value divided by their life value) x wounds; team w/ the most plot points receives 2 vp for winning instead of 3.

5. FINAL ACT

Setup: Setup figures in standard start zones

Special rules: None

Objective: Destroy all opposing figure or after 6 rounds have more "plot points" than your opponent.

Rounds: 6; adjust as needed if map is large.

Victory points: 3 VP for winning by destroying the entire opposing army. If neither army is completely destroyed, tally up plot points. Plot points = (wounded opposing figures' point value divided by their life value) x wounds; team w/ the most plot points receives 2 VP for winning instead of 3.

6. DESTROY OR DEFEND

Determine which army is the Destroyers and which is the Defenders

Setup: Both teams setup in their start zones. Each team then places 1 4x4 brick and concrete destructible building (4 hexes long) outside their start zone. Additionally, place 1 steel with iron destructible building in the direct center of the map. Each building must be at least 2 spaces apart. Building stats are below:

Brick and concrete building = 4 defense; 4 life (placed by defender)

Steel w/ iron building = 8 defense; 6 life (placed in the center)

Special rules: None

Objective: Destroy the objectives or defend the objectives for 6 rounds.

Rounds: 6; adjust as needed if map is large.

Victory points: Destroyer team scores 1 plot point per wound placed on a building's card; defender team scores 1 plot point per wound placed on a destroyers figure's card. The team with the most plot points wins 3 VP.

7. ESCAPE

Determine which army is the escapers and which is the entrappers.

Setup: Both teams setup in their start zones.

Special rules: The escapers escape by moving off the map via a space in the entrappers' start zone. Neither army may use powers or abilities that would allow figures to start outside their start zone.

Before moving, if an escaper figure is on a space at the edge of the map that is in the entrappers' start zone, you may remove the figure and score 1 plot point.

Objective: The entire escapers army has escaped or been destroyed. Or 6 rounds are completed.

Rounds: 6; Adjust as needed if map is large.

Victory points: 3 VP to the team with more plot points. The escapers team scores 1 plot point per figure that escapes; entrappers score 1 plot point per escaper destroyed or unable to escape. If it is a tie, both teams score 1 VP.

8. INVASION

Both armies attempt to preserve the city.

Setup: Both teams setup in their start zones. Each player chooses 3 spaces on the map that are now considered "invasion spaces" (use a glyph or other marker to designate the space; boom tube is a good idea).

Place the leader unit on a space that is an equal number of spaces away from each team's start zone. Additionally, each player places 1 squad or 3 common heroes from the invasion force adjacent to the invasion point closest to the opposing army's side of the map and places the invasion leader directly in the center of the map.

Special rules: Players may agree or roll for an opposing invasion force.

- Walking dead – walker, roamer, lurker
- HYDRA master plan – hydra agents, hand ninja (leader unit = red skull)
- Secret Skrull invasion – skrull warriors, skrull infiltrator (leader unit = super skrull, thanos)
- Kree invasion – kree scouts (leader unit = ronan)
- Arkham breakout – arkham inmates, street thugs, (leader unit = joker, harley quinn, two-face, or other batman villain)
- Superhero Registrar – shield agents (leader unit = iron man or Mr. Fantastic)
- Amazonians – amazon warriors (leader unit = wonder woman)
- Undead Rising - vampire minions (leader unit = 1 werewolf)
- Insect Swarm – fire ant swarm (leader unit = ant-man and 3 killer bees)
- Apokliptian strike – parademons, intergang agents (leader unit = darkseid)
- Simian War - Gorilla City Warriors (leader unit = gorilla grodd or solovar)
- SHIELD situational containment – shield agents (leader unit = nick fury)
- Riot – civilians (leader unit = reverend stryker)
- Lexcorp martial law – lexcorp security (leader = lex luthor w/ battlesuit)
- THE ONE INVENTED BY YOU!

At the end of each round, each player rolls a combat die. If the player rolls a blank, nothing happens. If a skull is rolled, place 2 squads or up to 6 common heroes within 3 spaces of an invasion space. If a shield is rolled, place a squad or up to 3 common heroes within 6 spaces of an invasion space.

An invasion space may only be used once per round;

so if you roll a shield, 1 squad can be placed at one invasion space and the other squad at a separate invasion space (3 common heroes can be placed at an invasion space per round).

At the beginning of each round (except the first round), after rolling for initiative each player may take a turn the invasion force, in initiative order, with a squad or 3 common heroes that are on the opposing players half of the map.

Leader Unit: Once per round, after taking a turn, a player may take a turn with the invasion force's neutral unit, squad, or 3 common heroes.

Objective: Destroy as many invaders as possible without your army being destroyed.

Rounds: 6; adjust as needed if map is large.

Victory points: 3 VP to the team with more plot points. Each team receives 1 plot point for each invasion force figure destroyed that is not the leader. The team that destroys the invasion force leader unit receives 5 plot points. Each team that has a figure they control destroyed, loses 2 points. If there is a tie, both teams receive 2 VP.

9. MACGUFFIN

Setup: Both teams setup in their start zones. Place a glyph of mysterious artifact at the center of the map or a random equipment glyph (if used, the glyph's special power is active throughout the game). This glyph is the "macguffin."

Special rules: Figures follow all standard equipment glyph rules while carrying the macguffin. Additionally, if a figure loses the glyph, immediately assign a number between 1 and 6 to each space adjacent to the figure that lost the glyph, roll a d6, and place the glyph on a space x spaces away from the figure who lost the glyph in the direction of the d6 roll (x equals the number of wounds the figure received).

Objective: The battle ends after 6 rounds or more.

Rounds: 6; adjust if desired (roll d10+3)

Victory points: 3 VP, if one of your figures controls the glyph on a space in your start zone. 2 VP, if you do not control the glyph but it is in your start zone. 1 VP, if one of your figures controls the glyph on a space that is not in your start zone. 0 VP, if neither sides controls the glyph and the glyph is on a space in neither start zone.

10. TERRITORIAL CONTROL

Setup: Split map into 3 equal sections (i.e. Territories) that run perpendicular to the start zones. Place figures in their respective start zones.

Special rules: None

Objective: Control each territory to gain plot points at the end of the battle.

Rounds: 6; adjust as needed if map is large.

Victory points: Armies gain a plot point for having figures inside a territory. At the end of the battle, every 100 points more of figures you have in comparison to the opposing army's points of figures in a territory you gain 1 plot point (ex. If you have 3 figures worth a combined value of 500 points and the opposing army has 6 figures worth 350 points, you score 1 plot point...if you have 700 points to their 300 you score 4 plot points). After adding all plot points earned from all 3 territories, the army with the most plot points wins 3 vp.

11. OBJECTIVE CONTROL

Setup: Both Armies setup in standard Start Zones. Place 3 objective markers on the map; place them an equal distance away from each other and from each Start Zone.

Special Rules: None

Objective: Win Plot Points by controlling Objectives on the map.

Rounds: 6; adjust as needed if map is large.

Victory Points: At the end of each round, armies gain 1 plot point (to a maximum of 4) for every 100 points worth of figures (double-spaced figures count only once) that are adjacent to an objective. The army with the most plot points at the end of the battle gain 3 VP.

12. SUMMONED

Setup: Build a flat rectangular map by connecting to 24-hex pieces together. Both players build an army of 1000 points. Each player places 1 figure in a Start Zone at the edge of the map.

Special Rules: No subplots. Each player may only control one figure on the map at a time. When a figure in your Army is destroyed, immediately place another figure that hasn't been destroyed from your Army on a space adjacent to any edge of the map; Players still use Order Markers, however when a figure is destroyed, you immediately remove Order Markers from your destroyed figure's card and place them on the replacement figure's card. Play continues normally until another figure is destroyed or until there are no more figures left in a player's army that have not been destroyed.

Objective: The first team to run out of figures to place on the map after a previous figure has been destroyed, loses the battle. Win by destroying all opposing figures one at a time.

Rounds: No limit.

Victory Points: 3 points for a win.

13. DESTROY OR PROTECT BYSTANDERS

Determine which Army is the Destroyers and which is the Protectors. (Roll d20, if players don't agree; 1-10 = Destroyers; 11-20 = Protectors)

Setup: After drafting armies, each army places 4 squads of Civilians on the battlefield. After Civilians have been placed, Players take turns placing their figures on the battlefield. Each player may place their figures on any space that is not adjacent to another figure (including Civilians).

Special Rules: After moving, a Protectors figure may move a number of Civilian figures equal to the Protectors figure's Attack value and within a number of spaces equal to the Protectors figure's Defense value; this movement must move the Civilian figure closer to the Protectors figure. The Destroyers figures may use this same special rule, except they may not move Civilian figures closer to them instead they must move the Civilian figure further away. (If playing w/ Hellfire's add-on rules instead of using this special rule, be sure to use the Bystander movement rules w/ Mind and Menace Distinctions for heroes/squads.)

Objective: Protect or Destroy as many Civilians as possible.

Rounds: 6; adjust as needed if map is large.

Victory Points: 3 points for a win. If there are 13 more destroyed Civilians, the Destroyers win. If they destroy less than that, the Protectors win. If exactly 12 are destroyed, it is a tie.

14. AIRBORNE CONTAGION

Setup: Setup as normal.

Special Rules: Before taking a turn with any figure, roll a six-sided die to determine the side effects of the Airborne Contagion.

1. Remove 1 wound from your card but you must Move 2 spaces and end movement not engaged with any opposing figure, if possible. You may not Move again this turn.
2. Before taking a turn, attack all adjacent figures.
3. Immediately remove an unrevealed Order Marker from this card. If you do not have one, immediately end your turn.
4. Place a Wound on this figure and all figures within 3 spaces of this figure.
5. Subtract 2 from your Attack this turn, to a minimum of 1.
6. During this turn, you may attack 1 time for each Wound Marker on this card, up to a maximum of 3 attacks.

Objective: Destroy the opposing Army.

Rounds: 6; adjust as needed if map is large.

Victory Points: 3 points for winning by destroying the entire opposing army. If neither army is completely destroyed, tally up Plot Points. Plot Points = (Wounded opposing figures' Point Value divided by their Life Value) x Wounds; team w/ the most Plot Points receives 2 points for winning instead of 3.

15. MONSTER HUNT

Setup: Place 1 double-spaced Classic Heroscape figure in the center of map. Each player places 4 squads of Civilians on the map (No Civilians may be placed adjacent to one another). Players place armies in Starting Zones as normal.

Special Rules: The Classic Heroscape figure multiplies its Life value by 3 and adds 3 to its Range. Players may take two turns per round with the Monster. These turns may be taken after taking a turn or at the beginning or end of the round. If both players wish to take a turn at the same time, the player w/ initiative goes first with the Monster.

Every figure may move civilians using the Bystander add-On rules (and Mind/Menace rules) or by using the Special Rules from Scenario 13. If you attack a Civilian, count shields instead of skulls and when the Civilian rolls for Defense, count skulls instead of shields. If you roll more shields than the Civilian rolls skulls, you may "Save" that Civilian by immediately removing the Civilian figure from the battlefield.

Objective: Protect Civilians from the Monster. Destroy Civilians, opposing figures, and the Monster.

Rounds: 6; adjust as needed if map is large.

Victory Points: 3 VP for a win. Players score 1 Plot Point for each Civilian they destroy w/ the Monster, 1 Plot Point for each Civilian they save w/ their Army, 3 Plot Points for each opposing figure they destroy w/ the Monster or their Army, and 10 Plot Points for destroying the Monster. The team with the most Plot Points at the end of 6 rounds, wins.

16. DOOMSDAY DEVICE

Determine which Army is the Domsdayers and which is the Saviors. (Roll d20, if players don't agree; 1-10 = Domsdayers; 11-20 = Saviors)

Setup: The Domsdayers' Player chooses a figure to be their "Maniacal Genius" and immediately places it and a double-spaced object adjacent to the Maniacal Genius at the center of the battlefield, this object is the "Domsday Device" and cannot be destroyed. Both players then take turns placing figures on the battlefield starting with the Saviors. No figures may be placed adjacent to the Maniacal Genius or the Domsday Device. No figures may be placed adjacent to a friendly figure but may be placed adjacent to an opposing figure.

Special Rules: Domsday Roll - Instead of moving any figure, you may roll a number of combat dice equal to the "Mind Value" of the "Maniacal Genius" and add 1 automatic skull to the roll if the "Maniacal Genius" is adjacent to the "Domsday Device" and not engaged. For each skull, place a Domsday Marker on the Domsday Device. This roll cannot be made more than 3 times per round.

If a Saviors figure is adjacent to the Domsday Device they may make a Mind roll and remove a number of Domsday Markers equal to the number of shields rolled. If the "Maniacal Genius" is adjacent to the Domsday Device as well, subtract 1 die from the Mind roll.

For games not utilizing add-on rules, just use attack or defense values instead.

Objective: If there are 30 Domsday Markers on the Domsday Device before 6 rounds are up, the Domsdayers have destroyed the world as we know it and win the game.

Rounds: 6; adjust as needed if map is large.

Victory Points: 3 points for a win. Domsdayers win by placing 20 Domsday Markers on the "Domsday Device." The Saviors win by destroying all opposing figures or preventing the placement of all Domsday Markers for 6 rounds.

17. PRECURSOR TO A COSMIC EVENT

Setup: Place armies in standard Start Zones.

Special Rules: After revealing an Order Marker and before taking a turn, roll a combat die. If you roll a skull, immediately roll a D6 and consult the table below:

1. **Lightning Strike:** The figure with the most Life remaining receives 3 wounds. If there is a tie for highest Life value, then each of those figures receives 2 wounds.
2. **Cosmic Gusts:** Both players take turns, starting w/ the player that rolled this result, moving each opposing figure 1 space. Figures do not take leaving engagement attacks but receive applicable falling damage and are affected by terrain effects.
3. **Flash Flood:** All spaces that are not 10 or more levels higher than the lowest level of the map are now water spaces. This effect continues until the next D6 roll on this table.
4. **Thick Fog:** The maximum range for special powers requiring clear sight and ranged attacks is 4. The effect continues until the next D6 roll on this table.
5. **Turbulent Winds:** Figures may not use the Flying or Stealth Flying special power. This effect continues until the next D6 roll on this table.
6. **Earthquake:** Both players take turns, starting with the player that rolled this result, moving each opposing figure 1 space. Figures do not take leaving engagement attacks but receive applicable falling damage and are affected by terrain effects. Additionally, each figure on the battlefield receives 1 wound.

Objective: Destroy the opposing army.

Rounds: 6; adjust as needed if map is large.

Victory Points: 3 VP for winning by destroying the entire opposing army. If neither army is completely destroyed, tally up Plot Points. Plot Points = (Wounded opposing figures' Point Value divided by their Life Value) x Wounds; team w/ the most Plot Points receives 2 points for winning instead of 3.

18. RESERVES

Setup: Before the game, both players draft an opposing army of exactly 500 points (Campaign Note: Figures cannot be drafted from any armies that have the figure drafted already). Players must use the army drafted by their opponent. Immediately re-roll on the Plots Chart to acquire another scenario.

19. WHO NEEDS A LEADER?

Setup: Players place armies in Starting Zones as normal.

Special Rules: During a Tournament Campaign, players simply use their designated Leader as the Leader but for casual play, the Team Leader is the first figure drafted by the player.

Objective: Protect your Team Leader

Rounds: 6; adjust as needed if map is large.

Victory Points: 3 VP for the player that destroys the opposing Team Leader. If neither Leader is destroyed, calculate Plot Points as described in Scenario 5. The Army with more Plot Points receives 1 VP.

20. CROSSOVER ISSUE

Setup: Before placing armies in their Start Zones, immediately roll a combat die. Roll a d20 to decide who selects their figure first. If you roll a skull both players choose a 400 points or less figure (a “Guest Star”) that is not on either Army (During a tournament, they cannot select any figure that is on any opposing Army, even if they are not playing against that Army.). If a shield was rolled on the combat die, each player selects a 250 points or less figure in the same manner you’d select a 400 points or less figure above. If it is a blank, select a 125 points or less figure as stated above for the skull and shield rolls.

Special Rules: None. Although, during campaign play you may not keep the “Guest Star” after the battle is over.

Objective: Destroy the opposing army.

Rounds: 6; adjust as needed if map is large.

Victory Points: 3 VP for winning by destroying the entire opposing army. If neither army is completely destroyed, tally up Plot Points. Plot Points = (Wounded opposing figures’ Point Value divided by their Life Value) x Wounds; team w/ the most Plot Points receives 2 points for winning instead of 3.

SUBPLOTS (Roll a D6; Both players rolls 1x [or more, if agreed upon] before a battle)

1. **SURVIVOR** - You gain Victory points, if a chosen figure in your army survives the battle. You receive 1 VP, if the chosen figure is less than 500 points; 2 VP, if the chosen figure is less than 400 points; 3 VP, if the chosen figure is less than 300 points; 4 VP, if the chosen figure is less than 200 points; 5 VP, if chosen figure is less than 100 points. Points do not stack; only use one VP value.
2. **VENGEANCE** - If a chosen opposing figure is destroyed in battle, you receive Victor Points. You receive 1 VP, if the chosen figure is more than 100 points; 2 VP, if the chosen figure is more than 200 points; 3 VP, if the chosen figure is more than 300 points; 4 VP, if the chosen figure is more than 400 points; 5 VP, if the chosen figure is more than 500 points. Points do not stack; only use one VP value. If your opponent rolls the Survivor subplot, even if you have already chosen an opposing figure, you may automatically choose the figure that your opponent chooses for their Survivor. If you do so, both players receive +1 VP for completing their Subplot.
3. **DOUBLE AGENT** - Choose a figure on the opposing army that is a "Double Agent." You gain 2 Victory Points, if the chosen opposing figure is neither destroyed nor wounded. Additionally, you receive +1 VP, if the chosen figure is more than 200 points; +2 VP, if the chosen figure is more than 350 points; +3 VP, if the chosen figure is more than 500 points.
4. **GATHER EVIDENCE** - You gain VP for gathering evidence. Make sure Bystander Citizens are placed on the battlefield. Anytime a figure in your army is adjacent to a Citizen, roll a combat die. For each blank rolled, you have "acquired evidence" and are given 1 VP. You may acquire evidence from a different Citizen figure (you may not roll to acquire evidence from the same Citizen figure) and gain more VP up to a maximum of 5. **OPTIONAL RULE:** If you roll to gather evidence with an agent, lawman, or vigilante, you acquire evidence by rolling a blank or a shield.
5. **BLACKMAILED** - Choose an opposing figure that is blackmailing you. You gain Victory points by eliminating the Blackmailer's "leverage." To do so, attack the blackmailer and instead of placing Wound Markers, you may eliminate their leverage. If you successfully eliminate the Blackmailer's leverage after the Blackmailer rolled 5 or more shields, you gain 5 VP; if the roll was 4 shields, 4 VP; 3 shields, 3 VP, 2 shields, 2 VP, 1 shield, 1 VP. After eliminating a Blackmailer's leverage, the Blackmailer figure may roll one unblockable attack die against the figure that eliminated the leverage.
6. **SOLILOQUY** - Receive Victory Points for completing a "soliloquy." After rolling attack dice, you may declare that you are completing a soliloquy. When completing a soliloquy, the defending figure does not roll defense dice and does not receive wounds. If you rolled 5 or more skulls, you gain 5 VP; if the roll was 4 skulls, 4 VP; 3 skulls, 3 VP; 2 skulls, 2 VP; 1 skull, 1 VP. After completing a soliloquy, the opposing figure may roll one unblockable attack die against the figure that completed the soliloquy.